



User Manual – v1.6

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# Copyright

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Houseinhand is a commercial brand of Intesis Software S.L.

# Introduction

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## Configuration

Download Houseinhand® from the App Store for free.

Now, the application will execute in demonstration mode. You can see a sample of the interface and navigate through the menus, but not controlling your house.



To let Houseinhand® allows you to control your house, you must transfer two files:

- **xxxxxxx.cfg**: This file contains the necessary configuration information for the application to recognize your house.
- **zzzzzzz.hih**: This file is the license.

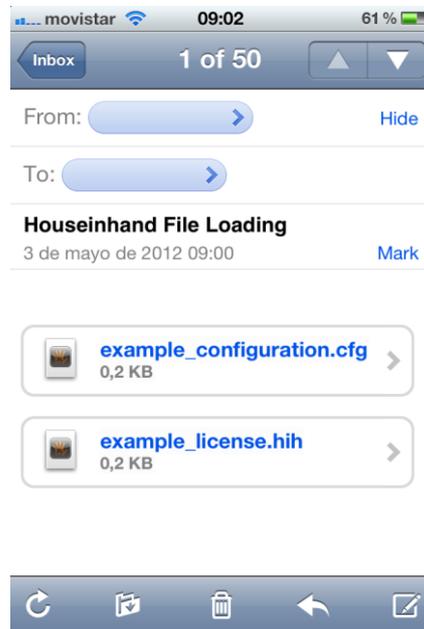
The configuration file can be shared by several people as long as they want to control the same house, with the same room and device structure.

In case that not all of the family/company members need to be able to control the same house/office rooms, it will be necessary to create a configuration file for each one of them.

The license file is referenced to the UDID (unique identifier number of each device) in a way that it will not be able to be shared. The license file only works on the device for which it was created for.

In order to transfer the files to your device, please follow this steps.

- 1 Configure your email account in the device built-in Mail app.
- 2 Send the file you want to load to the mail account configured in your device.
- 3 Launch Mail app and open the mail you have sent.



- 4 Click on the file you want to load and select “Open with Houseinhand”



That is all. Houseinhand® will be opened with the file load automatically.

Another way to transfer the files to your device is the File Sharing method.

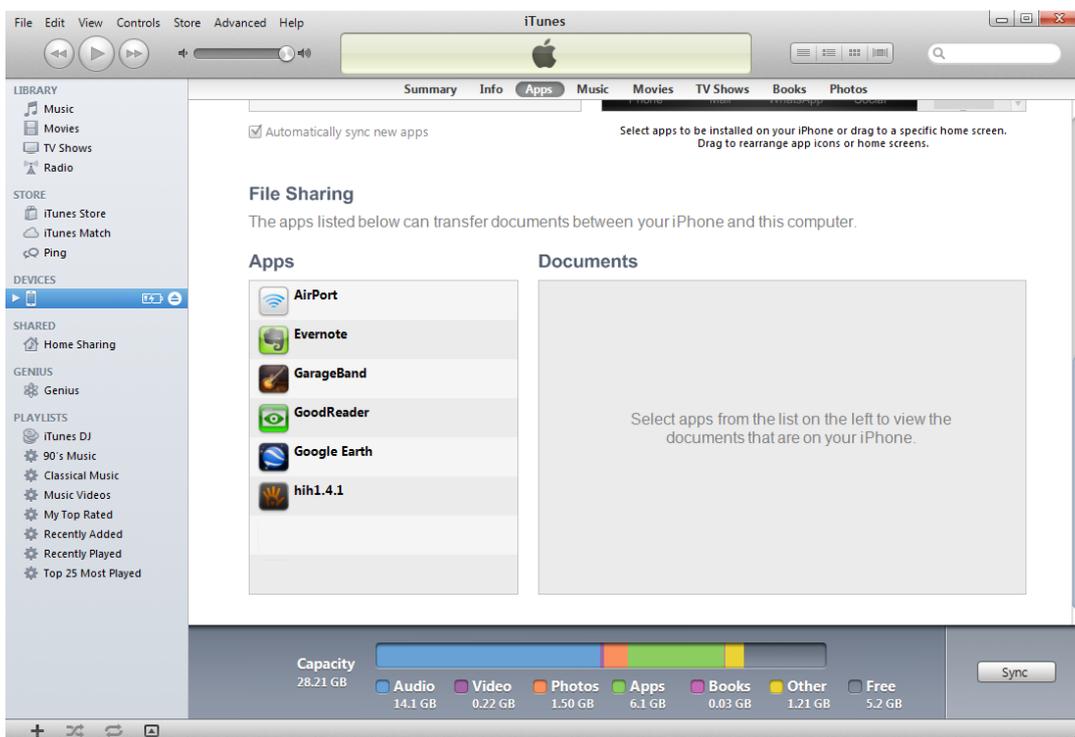
- 1 Open iTunes.
- 2 Select the device you want to configure in the left side bar.



- 3 Select the Applications tab.



- 4 Get help from the scrolling bar in order to navigate towards the lower part of the window until you find 'File Sharing' and select Houseinhand®.



- 5 Click in the button 'add' and select the files.



That is all. Next time you start Houseinhand® in your device, the application will recognize your house and will be ready to control it **(please see next section, Multitask, if you have used File Sharing method instead of mail)**.

## Multitask

Houseinhand® supports multitask. This will allow that when you exit the application and start it again, it will be just right where you left it.

However, whenever you make a change in the configuration files you will have to close the application completely so that they take effect.

To close the application completely:

- Press twice the Home button (physical button in the lower part of your device).



- Once the multitask bar is opened, keep the finger on any of the icons until they start to tremble.



- Press on the red button that appears in the Houseinhand® icon and the application will close completely.

# Connections

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To configure the connections please open the iPhone/iPod/iPad settings app.



Then select Houseinhand® in the application list and this screen will appear.



## Local connection

In order for the application to allow you to control your house, you need to have a connection with a KNX/IP Router or Gateway.

By default, the application does not require to know the IP address of the KNX/IP Router (autodiscover IP comes enabled).

In some concrete cases, it is possible that you prefer assigning a manual IP and port because of safety issues or for the maintenance of your local network area. In addition, it is possible to configure two different manual IP addresses.



If the IP autodiscover switch is at 0, as in the previous illustration, the application will connect using the IP address introduced in the IP manual, depending on the switch of "Use main IP " being at 0 or 1. In the previous illustration the application would connect to *192.168.1.1*.

On the contrary, with the "using main IP " switch at 0, the application would connect to the IP *192.168.2.1*.

Finally, in case the autodiscover switch is at 1, the application will find the IP, without needing to configure it manually. (This will only work inside the local area network)

## Remote connection

Houseinhand® allows you to control and visualize the status of your house remotely. In order to carry out such a connection, it is possible to connect through a private virtual network (VPN).

In the case of connecting via VPN, it is necessary to assign the **IP manually**.

Once the VPN server is configured, you must follow these steps to connect from outside your house.

1. Make sure you have an active connection to Internet (Wi-Fi, 3G...)
2. Enable the VPN



**NOTE:** It is necessary to have configured the IP of the KNX IP Router manually, according to what is described in the section of local connection.

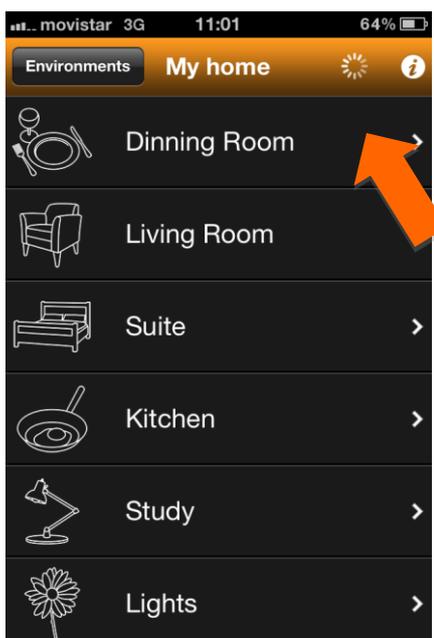
For further information about the VPN connections, consult the manual “VPN server configuration in the router” or ask your integrated services supplier (ISP).

## Offline mode

It is possible that at some point you want to show the application to some friends but you do not have an active connection. In this case, the application will inform you that it cannot establish a connection.

So that we avoid the continuous messages indicating there is no connection, you can press the button of working offline.

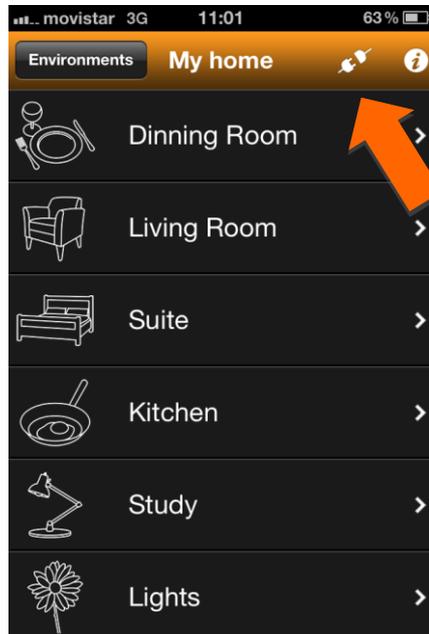
When the application is trying to connect, this icon will appear:



If the application has tried to connect 3 times unsuccessfully, this error message will appear:



If you press the button 'working offline' the application will not inform about the connection error anymore. From that moment on, the 'connecting' icon will be replaced by the 'offline mode'.



Next time you start the application the described process will start from scratch.

# Interface general view

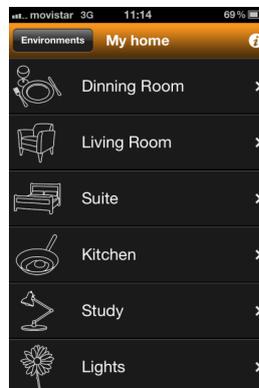
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## iPhone/iPod Touch

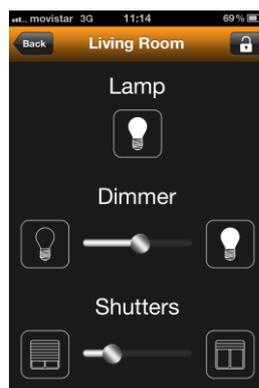
### Levels

In the iPhone/iPod Touch, the interface is formed by two levels:

In the first level, the different rooms from your house appear together with 2 buttons situated in the upper bar: one about information and another about direct Access to the environments.



If you press in any of the rooms, a window will appear showing the devices that you can control in this room.

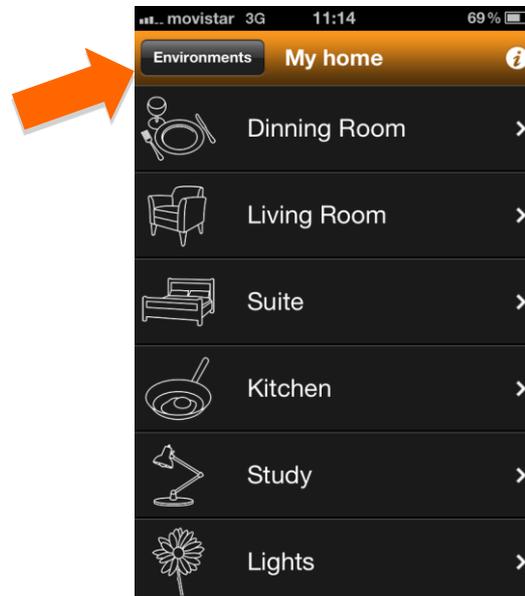


In the upper bar, you have a button called Home, if you press it you will get back to what we have previously defined as level 1 or rooms.

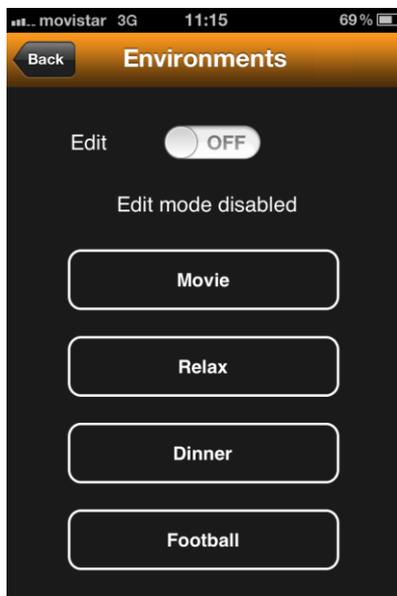
**NOTE: It is also possible to move between stays without having to go back to the first level, by swiping your finger left / right on the iPhone. (the sensible area is located at the left/right edge of the screen)**

## Environments

If you press the Environments button, a window will appear where you can predefine and use different environments.



You will be able to create, for example, the environment “I am leaving”, and configure that when you press that button all the blinds lift down, all the lights turn off and the garage door opens for you to get out.

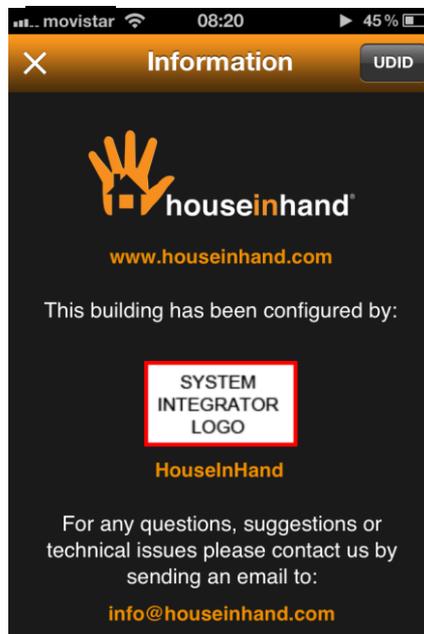


Consult the section “Environments” for further information about the environments configuration according to your needs.

When pressing again the button called Start from the upper bar, level 1 will appear again.

## Information

If you now press the information button situated in the upper right bar from level 1, this window will appear:



In this window, you can find a link to the Houseinhand® official web site.

If you press on the web links, a Safari window with the site opened will appear.

In this page, the integrators can have their logotype and a link to their web site. This can be very useful if you decide to change the room configuration someday, or to solve any problem or even recommend it to a friend.

Moreover, it is possible to know the device UDID by clicking in the UDID button located in the right side of the upper orange bar.

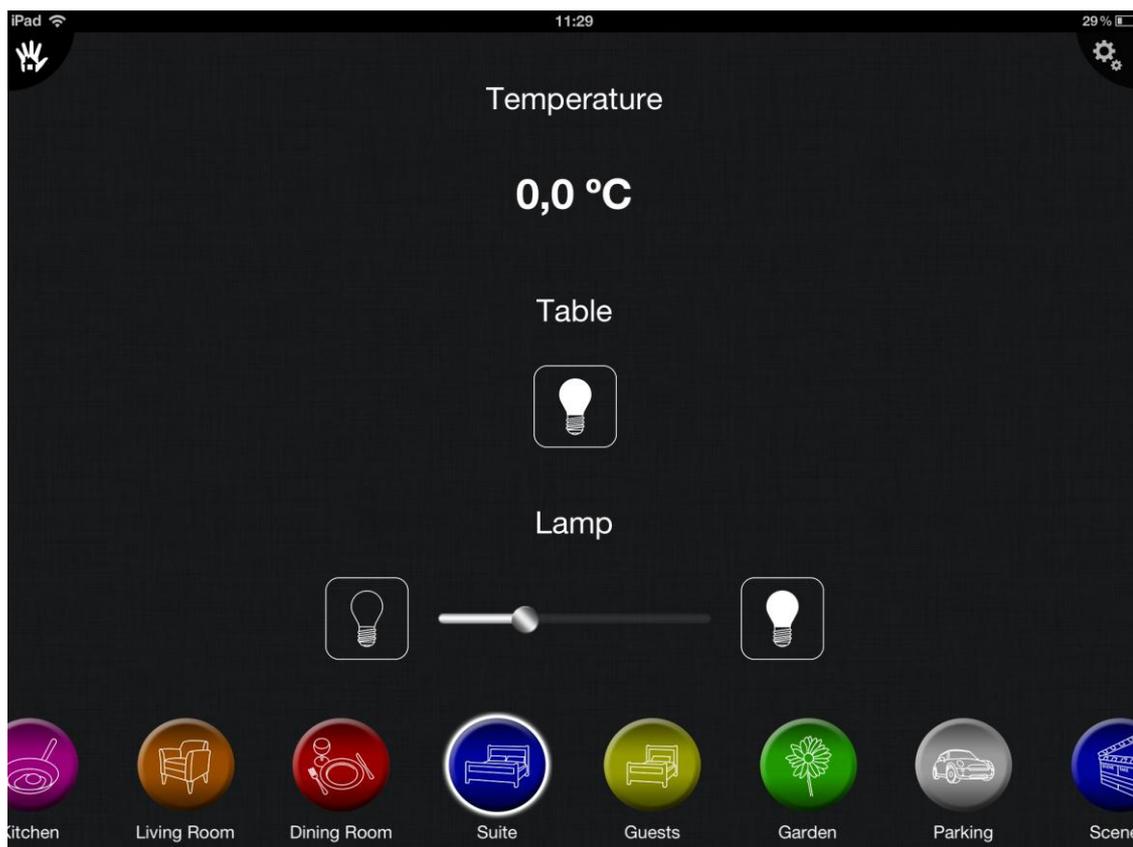
If the application is connected to a KNX IP Router/Gateway you will be notified with its MAC address too. (Needed for additional licenses).

# iPad

## General

The iPad interface is different from that of the iPhone/iPod Touch. Due to the bigger screen, the interface has been optimized to make it more comfortable and fun.

When the application starts, a window like this will appear:



In order to change the room (stay) you want to control, you only have to press on the corresponding icon (those of colors). In case of having more rooms configured than those which can be seen, sliding the finger horizontally (in the zone where these buttons are placed) they will be appearing. (known as scrolling).

**NOTE:** It is also possible to move between stays by swiping your finger left / right of the iPad.

By means of a white luminous flange, we are indicated which is the active room in that moment (in this case the suite).

Just right above the rooms, different devices appear. In this case there appears a viewer of temperature, one simple light and one adjustable light. As in the rooms, if there were more configured devices than those which can be seen, only sliding the finger vertically, they will be appearing.

## Images

The wallpaper images of the different rooms can be configured by the user. To change that image tap the upper right corner settings button.

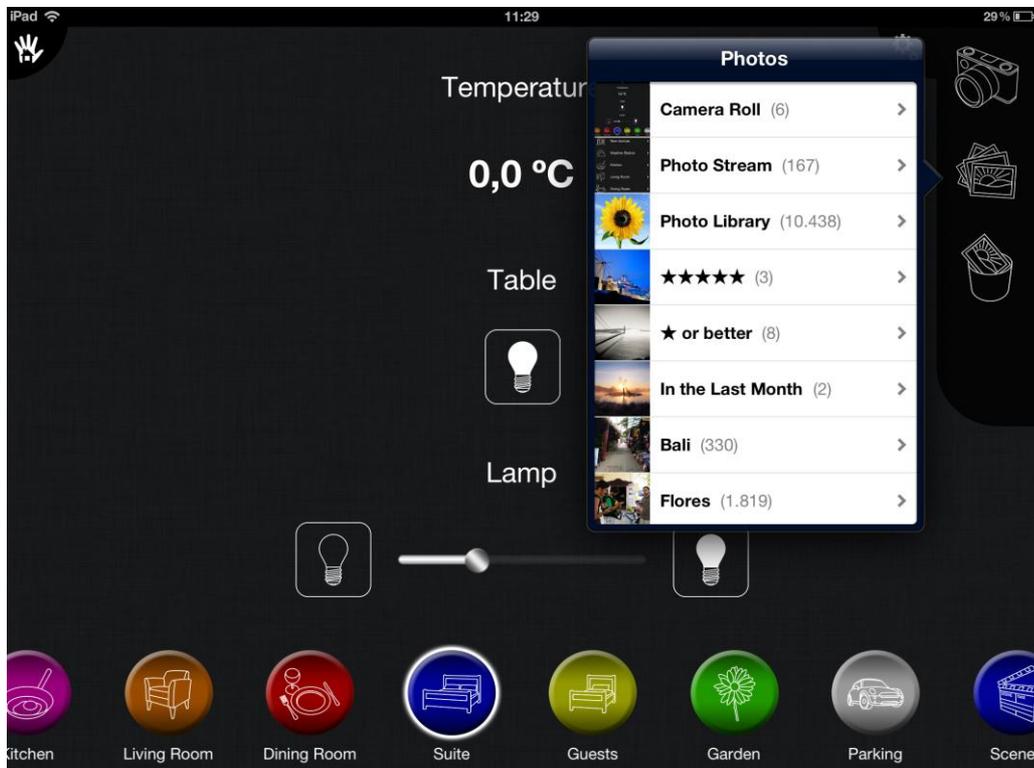


The right pane will be showed:



In the case of having an iPad 1 (without camera) the camera button will not appear. To modify the background image the photos icon must be used.

By tapping that icon, you will be able to navigate through the available photo libraries in your iPad and choose the picture you like the most.



The wastebasket button will allow you to erase the current image.

In the case of having an iPad with camera, it is possible to take directly the picture of the scene, using the preview mode in real time.

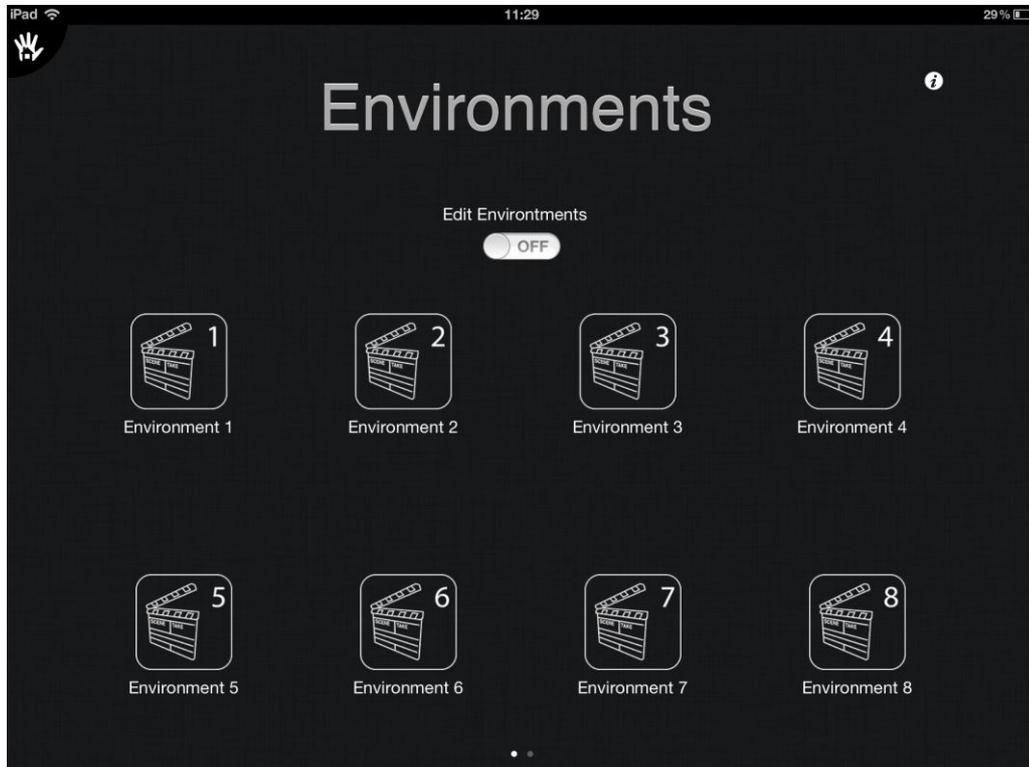
For that purpose, press the camera icon in the upper right corner. The wallpaper will transform in the video sign which the iPad camera captures. In this mode, it is possible to move through all the application interface, operating devices and changing rooms.

Once the wallpaper you want is ready, press the indicated button to memorize the wallpaper image.



## Environments

When pressing the button with the Houseinhand® symbol situated in the upper left corner, the environment window will appear:



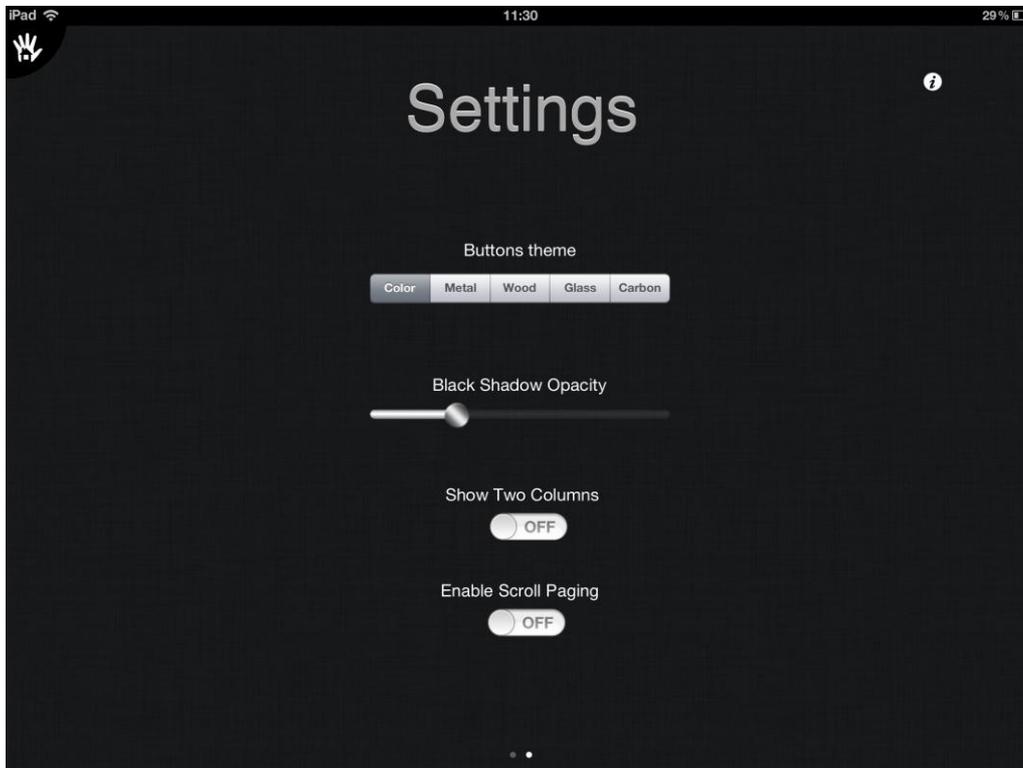
As it is been explained in the iPhone / iPod section, you could create the environment “I am leaving”, and configure that when you pressed that button all the blinds lowered down, all the lights turned off and the garage door opened so that you could leave your house.

See the section “Environments” to obtain more information about the environment configuration according to your needs.

To come back to the previous window, press the button in the upper left corner.

## Settings

If you slide your finger from right to left (being in environments) a settings window will appear. Here, you will be able to change between the 5 available themes (color, metal, wood, glass and carbon fiber).



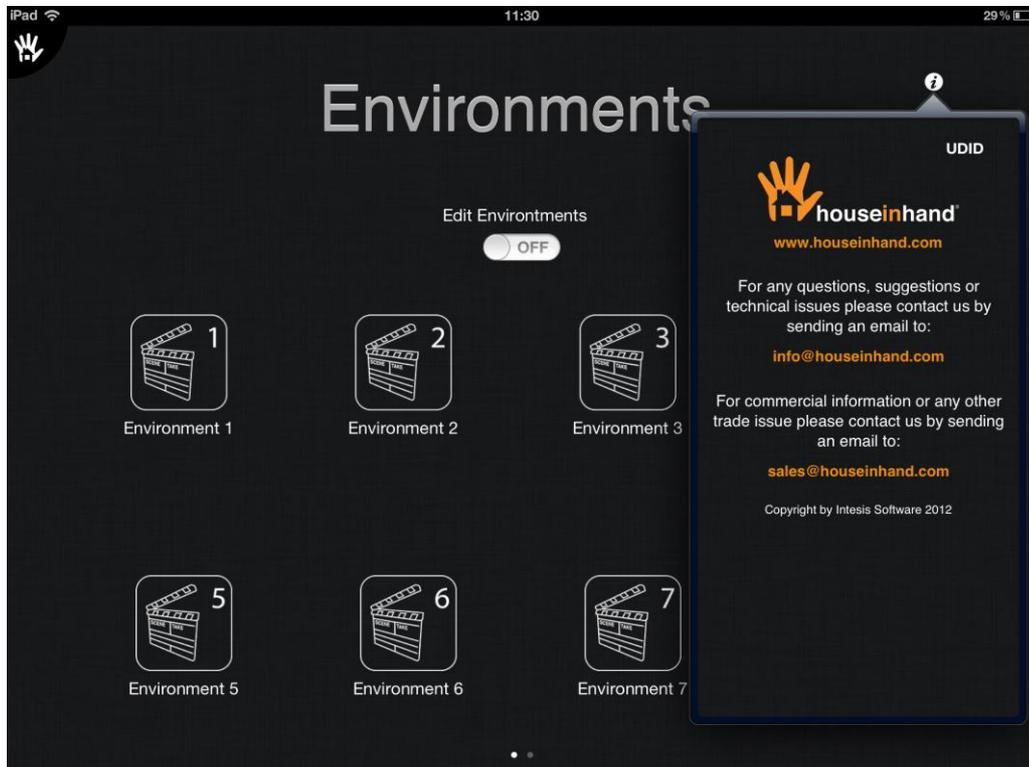
You will also be able to adjust the shadow opacity of the rooms. This is very useful if the images you are using for the rooms are very white. In this case, it is possible that it is hard to see the devices since they are also white. Incrementing the shadow value of the image, it gets darker and you can see the devices more clearly.

It is possible to organize the interface in 2 columns. To set this feature just turn on the “Show two columns” switch.

Finally, it is possible to enable and disable the pagination. This pagination is helpful to move among the devices and/or rooms. For example, if you have more than 10 devices in a room and you want to access the last one, you must move your finger vertically a lot of times depending on the inertia. With this option enabled, every time you make a displacement, you will advance from 3 to 3.

## Information

In the Environments window as well as in the settings, there is an information button in the upper right corner. Pressing that button an information window will appear:



In this window you can find a link to the Houseinhand® official web.

If you press on the links, an open Safari window will appear.

In this page, the integrators can have their logotype and a link to their web site. This can be very useful if some day you decide to change the room configuration, solve any problem or even recommend it to a friend.

# Devices

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## Lights

### Simple lights



In a simple light there are two possible actions:

- **On:** To turn on the light, press the button when it shows the light as turned off.
- **Off:** To turn off the light, press the button when it shows the light as turned on.

## Adjustable light



In an adjustable light, there are 3 possible actions:

- **Turned off:** To turn off the light, press the button with the light off.
- **Turned on to the maximum:** To turn on the light to the maximum, press the button with the light off.
- **Adjustment:** To adjust the light, slide the metallic ball along the horizontal axis to adjust according to the wished value (in the previous image, the upper light would be approximately at 80% while the bottom light would be a bit less than 40%).

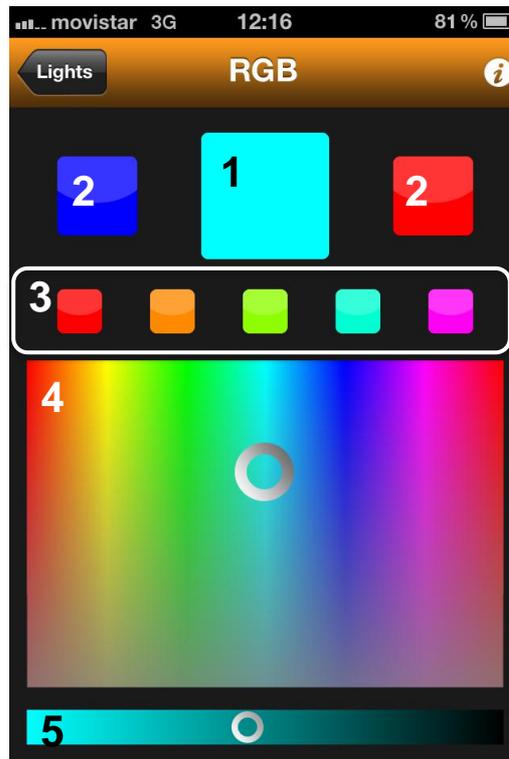
## RGB Light



In a RGB light, there are 2 possible actions:

- **Turn off:** To turn off the light, press the button with the light off.
- **Select color:** To select the wished color, press the button with the painter palette.
- **Turn on:** To turn on the light, press the button with the light on.

When pressing the painter palette a new window as the following will appear:



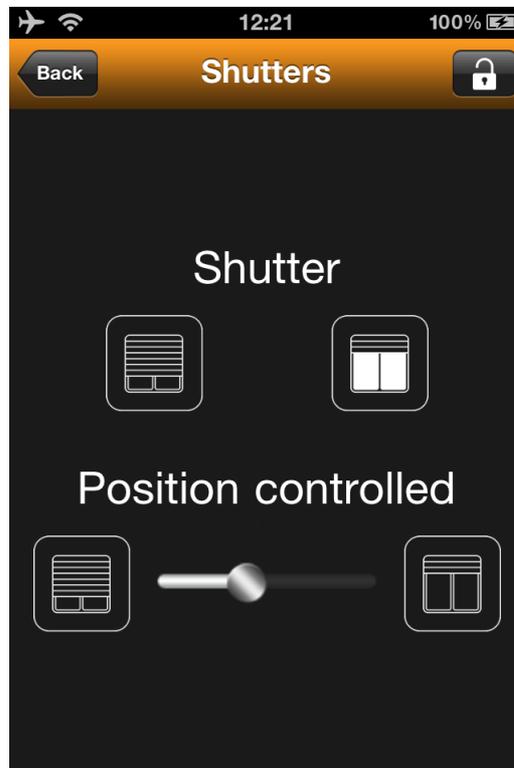
In this window, you will be able to select directly the color you want, or if you prefer so, activate one previously saved.

The elements available in this window are the following:

- **1:** Preview of the selected color.
- **2:** Predefined and modifiable color by the user. These two colors are **unique** for each RGB device and you can personalize them with a long pulse on the color to modify (in the iPhone a terminal vibration will indicate you that the predefined color has been modified). To activate the configured color tap on the box that you want.
- **3:** As in the previous case, these are predefined and modifiable colors by the user. However, differently from the two big boxes, these five color (ten in the case of the iPad) are **shared** by all the RGB devices of the application and they can be personalized with a long pulse on the color to modify (in the iPhone a terminal vibration will indicate you the predefined color has been modified). To activate the configured color tap on the box that you want.
- **4:** Color palette. Slide the indicator over the whole palette to modify the wished color.
- **5:** Brightness adjustment bar of the selected color.

# Blinds

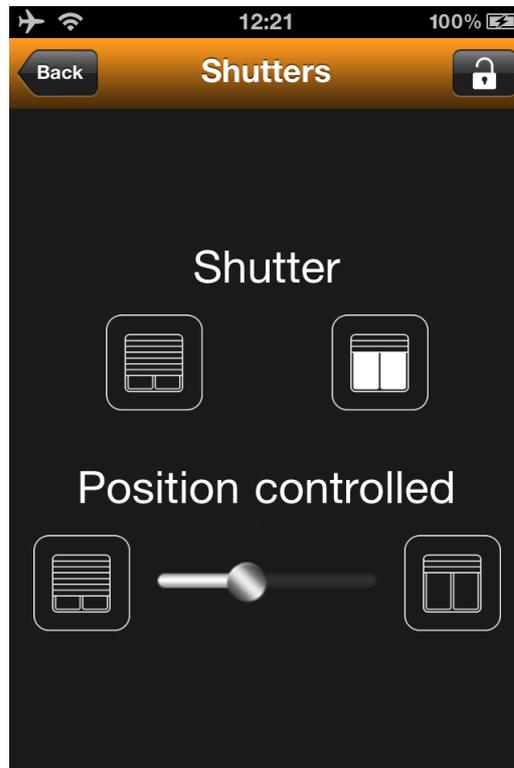
## Simple blind



In a simple blind there are two possible actions:

- **Short drive:** If you do a short pulse (less than 0.5s) and the blind is moving, it will stop. In some cases, depending on the programming of the house, the blind will advance a small stretch in the direction you indicate.
- **Long drive:** If you do a long pulse (more than 0.5s), the blind will advance until it finishes its trajectory or until you indicate it to stop (pressing any of the two buttons). When you do a long pulse, the pressed button remains “on”. In the previous image, a long pulse for lowering the upper blind has been carried out. If you press the button one more time (a short operation while it is on), the button will turn off and the blind will stop.

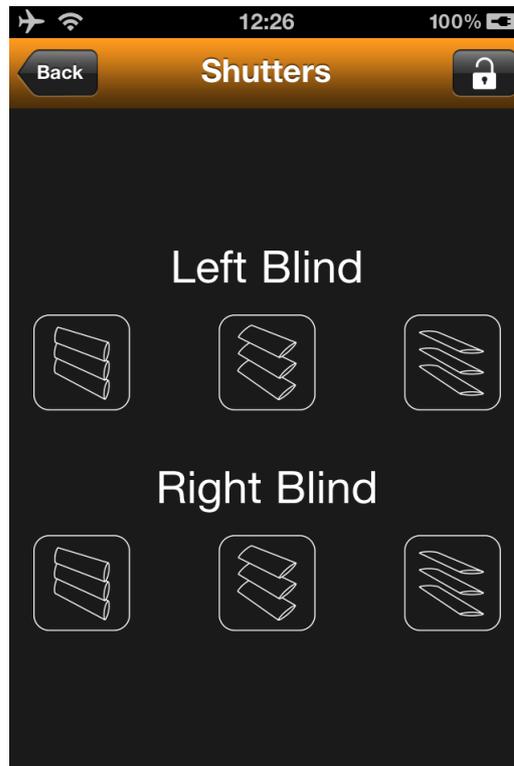
## Adjustable blind



In a simple blind there are three possible actions:

- **Short operation:** If you do a short pulse (less than 0.5s) and the blind is moving, it will stop. In some cases, depending on the programming of the house, the blind will advance a small stretch in the direction you indicate.
- **Long operation:** If you do a long pulse (more than 0.5s), the blind will advance until it finishes its trajectory or until you indicate it to stop (pressing any of the two buttons). When you do a long pulse, the pressed button remains "on". In the previous image, a long pulse for lowering the upper blind has been carried out. If you press the button one more time (a short operation while it is on), the button will turn off and the blind will stop.
- **Adjustment:** To adjust the position of the blind to a concrete value, slide the metallic ball along the horizontal axis to adjust according to the wished position (in the previous image, the Adjustable Blind 1 is a 25% up and the Adjustable Blind 2 is completely lifted up).

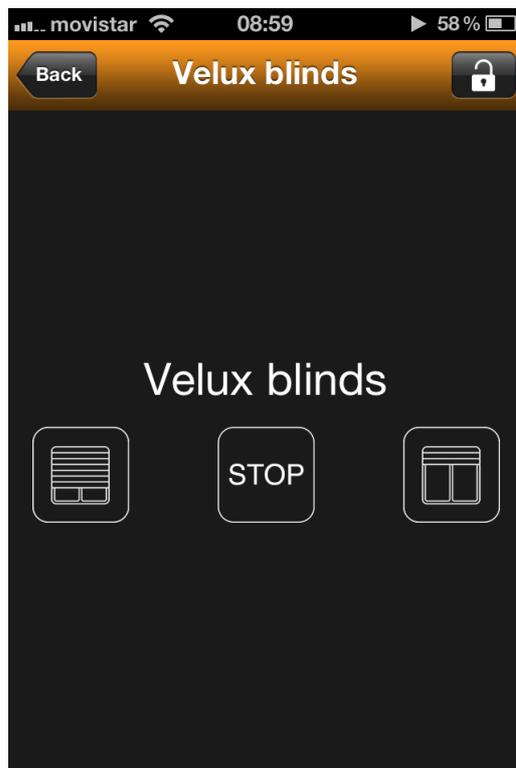
## Gradhermetic® Blind



In a Gradhermetic® blind there are three available actions:

- **Lifting down blinds / Close slats:** If you do a short pulse (less than 0.5s) on the left icon, the blind will lift down, or in case of being in basculation mode, the slats will slightly close. In case of doing a long pulse, you will force the blind to get out from the basculation mode, lowering the blind completely.
- **Lifting up blinds/ Open slats:** If you do a short pulse (less than 0.5s) on the right icon, the blind will lift up, or in case of being in basculation mode, the slats will slightly open. In case of doing a long pulse, you will force the blind to get out from the basculation mode, lifting up the blind completely.
- **Stop / Pass to basculation:** If you do a short pulse (less than 0.5s) on the central icon, the blind will stop the up/down movement it was doing. In case of doing a long pulse, you will force the blind to enter the basculation mode.

## Velux® Blind

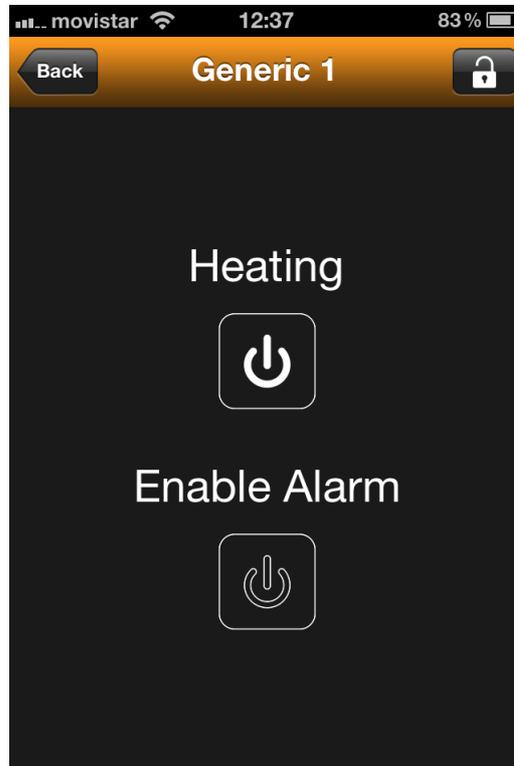


In a Velux® blind there are three available actions:

- **Lifting down:** Taping on the left icon, the blind will lift down.
- **Lifting up blinds:** Taping on the right icon, the blind will lift up.
- **Stop blind:** Taping on the central icon, the blind will stop.

# Generic controls

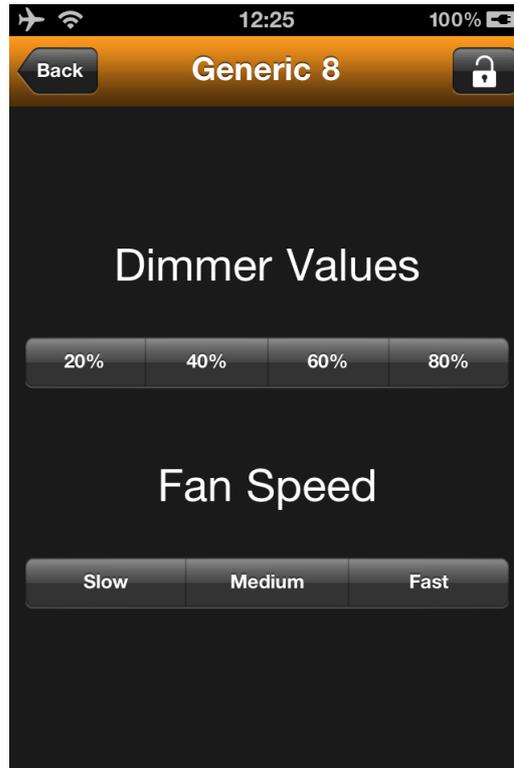
## ON / OFF Control



In an ON/OFF control there are 2 possible actions:

- **Off:** To turn off, press the button when it shows a 1.
- **On:** To turn on, press the button when it shows a 0.

## Value control



In the generic value control there can be until 5 possible actions.

To activate the wished action, press the corresponding piece of segment.

For instance, in previous image, pressing any of the segments, we would adjust an adjustable light to the indicated ten per cent.

In some devices, the actual status of the control value can be also read from the Houseinhand® application.

## KNX Scenes and central functions



In many installations, the home automation integrator leaves a series of actions over the house programmed: KNX scenes and central functions.

Houseinhand® has support for these types of functions. To operate them, you just have to press the corresponding button.

# Climate



Houseinhand® allows changing among the different climate modes and showing the current temperature.

In the house programming function, it is possible for priorities to exist and that Houseinhand® tries to change the mode but the thermostat does not modify it. That is why not always the selected mode will correspond with the image.

MODE	COMFORT	STANDBY	NIGHT	EXTREMES	BLOCKED
ICON					

MODE	COOL	HEAT
ICON		

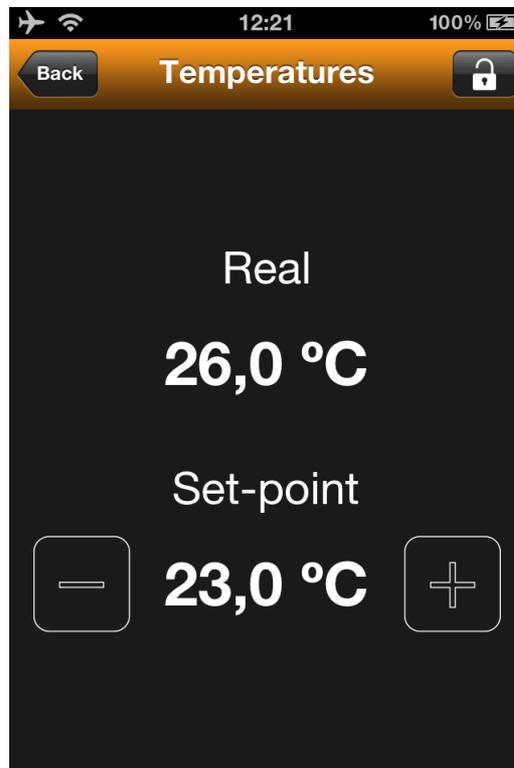
## Cool/Heat mode



Houseinhand® allows 2 different actions in the Cool/Heat mode:

- **Cool:** To set the climate mode into Cool, please press the button when displaying the Heat mode.
- **Heat:** To set the climate mode into Heat, please press the button when displaying the Cool mode.

## Set-point temperature adjustment



In a set-point temperature adjustment there are 2 possible actions:

- **Turn down temperature:** When pressing on the indicator '-', you will turn down the temperature half a degree centigrade.
- **Turn up temperature:** When pressing on the indicator '+', you will turn up the temperature half a degree centigrade.

## Viewers



Houseinhand® also offers support for the visualization of several sensor magnitudes. In this case you do not have to press any button, they are only indicators for these magnitudes. Below there is the list of available magnitude viewers and their units.

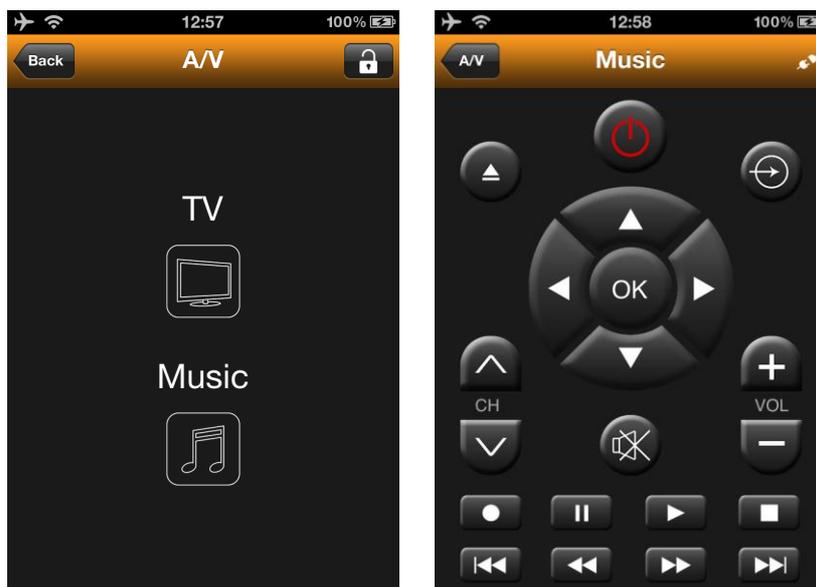
Viewer type	Units
Temperature	°C
Temperature	°K
Temperature	°F
Humidity	%
Pressure	Pa
Air quality	ppm
Power	KW
Voltage	V
Current	A
Speed	Km/h
Wind	m/s
Luminosity	Klux
Rain	yes/no
Twilight	lux

## Technical alarms



Houseinhand® also offers support for the visualization of technical alarms. It is not necessary to tap any button, they are just text.

# AV Control



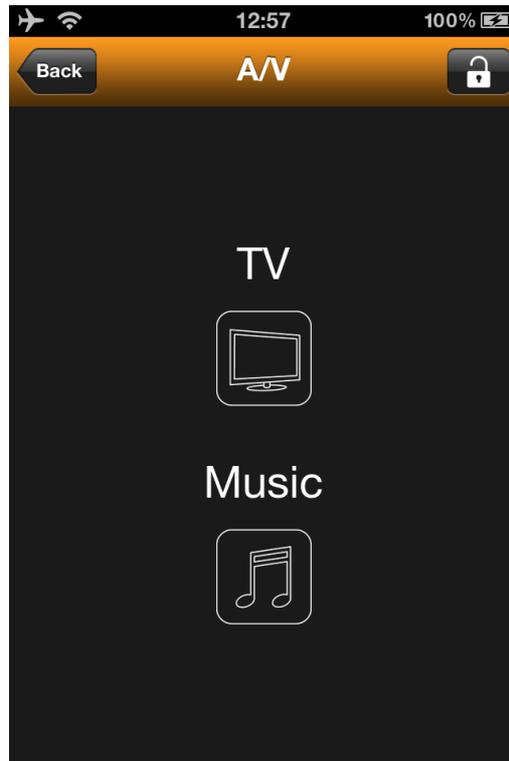
Using the remote control interface and the associated AV controls, it is possible to communicate with any device that has an infrared sensor.

When entering to the device, if appears a little version of the disconnected image in the upper right corner, it means that is no possible to establish a connection between Houseinhand® and the infrared module.



In the case the connection is successful, every time you press a button, a white tick will appear at the right corner. This means that the infrared module has received the message and it is delivered to your multimedia device.

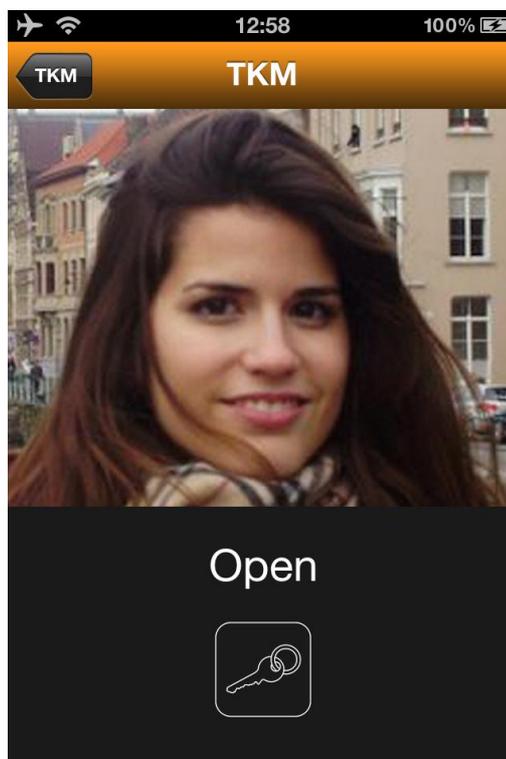
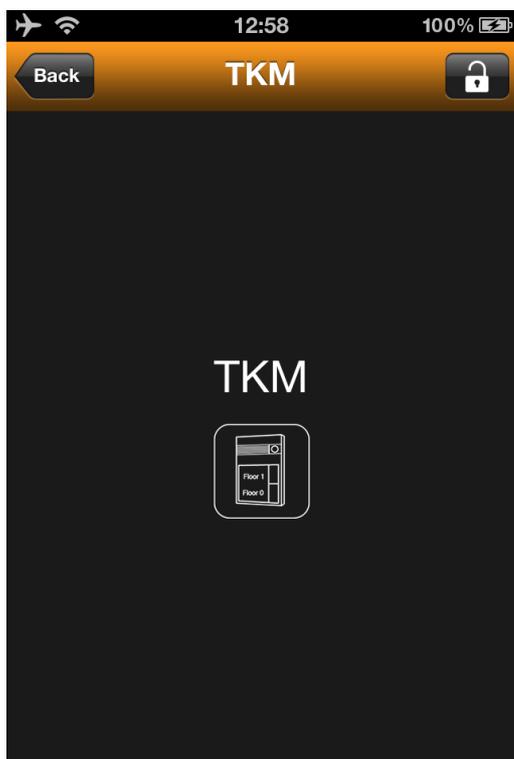
## Multimedia Macro



Houseinhand® offers not only the possibility to use the **TV** and **Music** buttons to have access to specific remote controllers, but to activate AV macros. By doing this you can control several AV devices at a time or send multiple commands to a single device with just one click.

For instance, the **TV** button can turn the TV on and select channel 3. Another example could be the “movie” mode, which could turn on the TV, the DVD player and the Dolby Surround system.

## Door communication system



With Houseinhand® it is possible to open the door and see the content of the DCS camera, even when far from home.

In some cases, when the 3G connection is weak, the DCS image may go down (a message about the server stopped appears). In that case, with just tapping inside the image, the video image will be refreshed.

## IP Cameras



With Houseinhand® it is also possible to view IP Cameras. A generic IP camera device, Axis® cameras and Mobotix® cameras are supported by our application. In addition, in the case of the Axis® and Mobotix® models it is possible to select between three different image qualities.

In some cases, when the 3G connection is weak, the image may go down (a message about the server stopped appears). In that case, with just tapping inside the image, the video image will be refreshed.

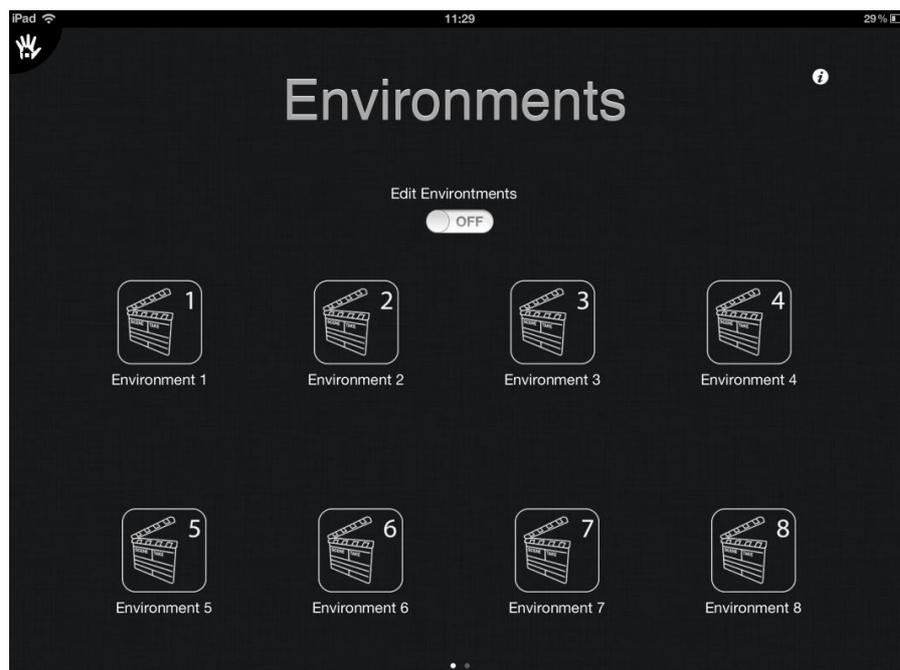
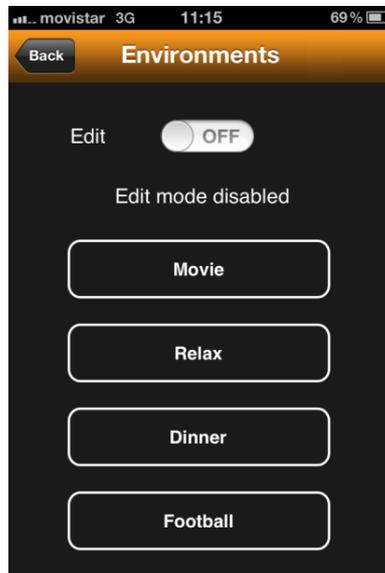
# Environments

One of the functionalities which make Houseinhand® unique is their environments.

The environments are, essentially, the same than a KNX scene but with the difference of being able to be configured and modified by the user as many times as he/she wishes.

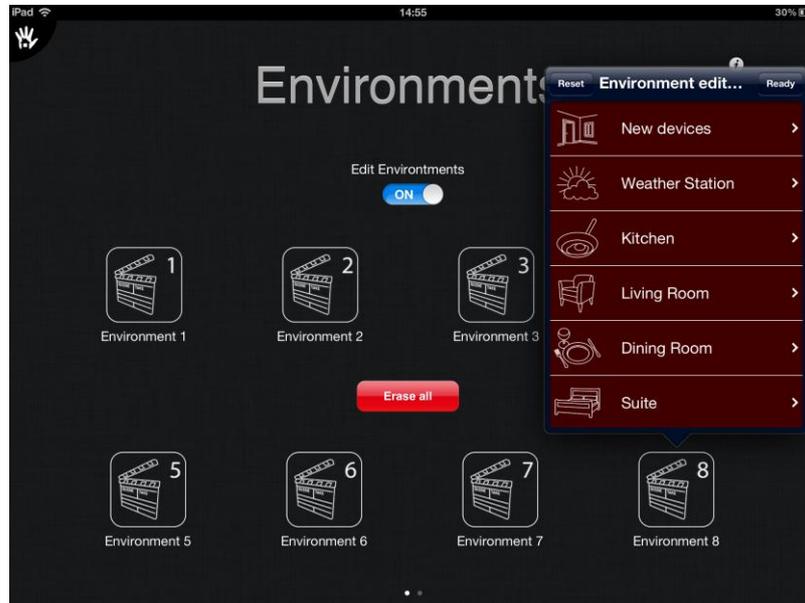
They are present in the iPad application as well as in the iPhone/iPod Touch application.

As we have previously shown in the Interface General Vision chapter, the aspect they have is the following:



In the two previous images, the edition switch is at 0. This indicates that the edition mode is disabled, that is why if you press in any of the environments and this is configured, the environment will reproduce.

In the case of activating the edition switch, if you press on one of the environments, the configuration of this one will proceed:



**NOTE:** When the edition mode is enabled, a button called Delete All appears, if you press it, you will delete all the environments. The red wallpaper indicates that the edition mode is selected.

# Configuration

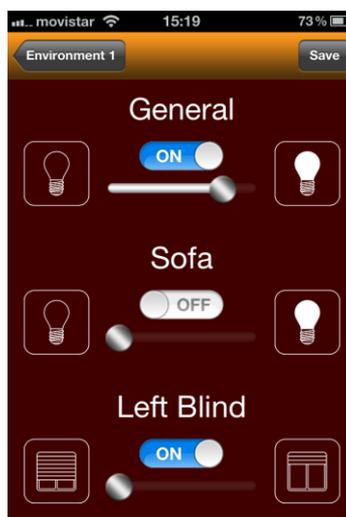
Once you enter the edition mode and you press on one of the environments, a window like this will appear:



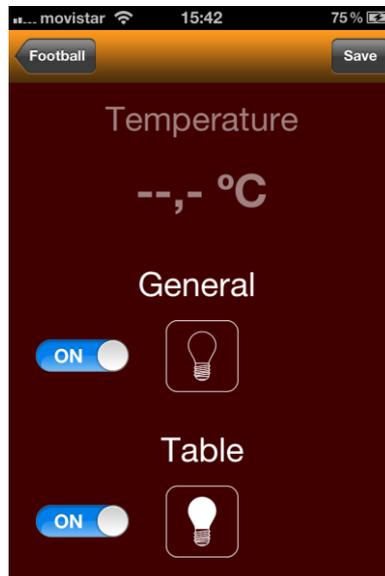
**NOTE:** The Delete button situated in the upper left bar only deletes the environment that is being modified.

You can enter the different rooms configuring the elements you want in each of them. When accessing each room, the environment will reproduce (in case of being previously configured), allowing to modify the wished values while the environment that is reproducing is being configured.

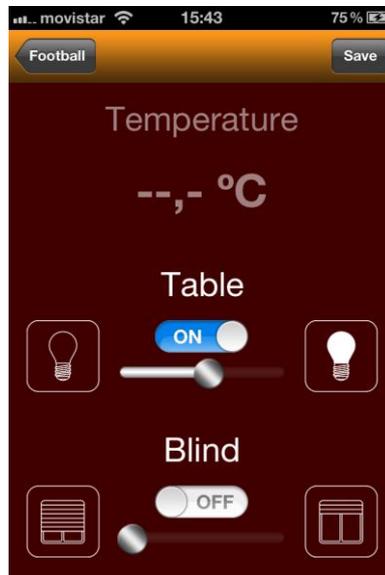
The switch at 1 (ON) means that the corresponding device will become part of the environment configured, allowing modifying the value that it will take in case of being enabled. In the case the switch is at 0 (OFF) the element will not interact with the environment that is being configured.



In the previous image, you can observe that when the “Football” environment enters in action, the “general” light will be at 80%, the “sofa” light will remain as it is, and the adjustable blind will remain totally lifted down.



In this other image belonging to another room, you can observe how the “general” light turns off and the “table” light will turn on.



In this other image belonging to a third room, we can observe how the table light will be at 50% but the adjustable blind will remain intact, since the switch is at 0 (OFF).

**NOTE:** Every time you enter a room and the devices are configured and verified, you have to press the button record situated in the upper right bar. On the contrary, if you do not want to save, you can go back with the button situated in the upper left bar.

Once the different actions in the different rooms are recorded, it is time to press the button Ready. This dialogue will appear:



If you want to store the configuration, you must write the name and press Save. On the contrary, if you do not want to save the changes, press Cancel and you will get back to the main environment menu.

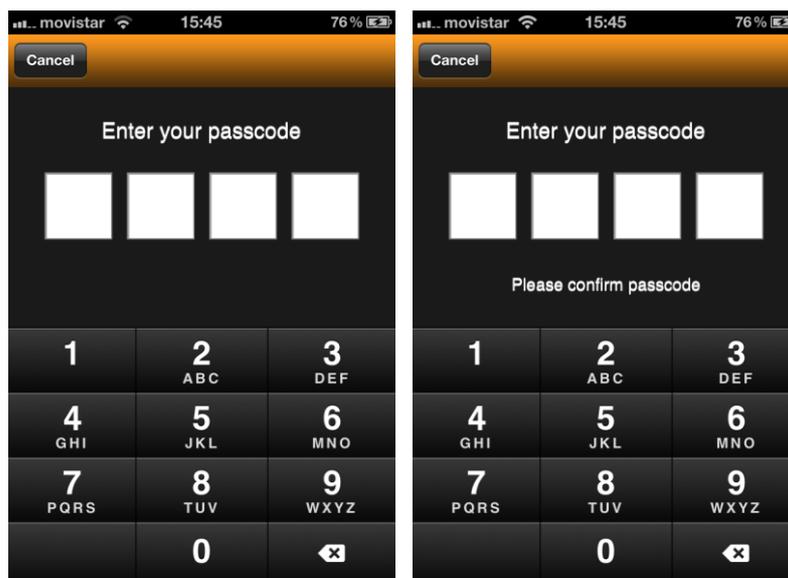
## Secure zones with PIN

It is possible to set a alphanumeric 4 digits code to each stay of the house. These codes can be modified/created inside the application.

To set a new passcode, tap inside the unlocked button present in the upper right corner. In the iPad this button will appear in the right edition bar.



Once pressed this button, Houseinhand® will ask you for the code and a confirmation.



Once the code has been set up, the padlock will appear closed and will require the password each time you try to enter to that stay. A lock indicator will appear in the stays view to show that this stay is pass locked.



To disable that code, just repeat the process. In this case the initial padlock icon will be closed and once the code is entered will change to open.