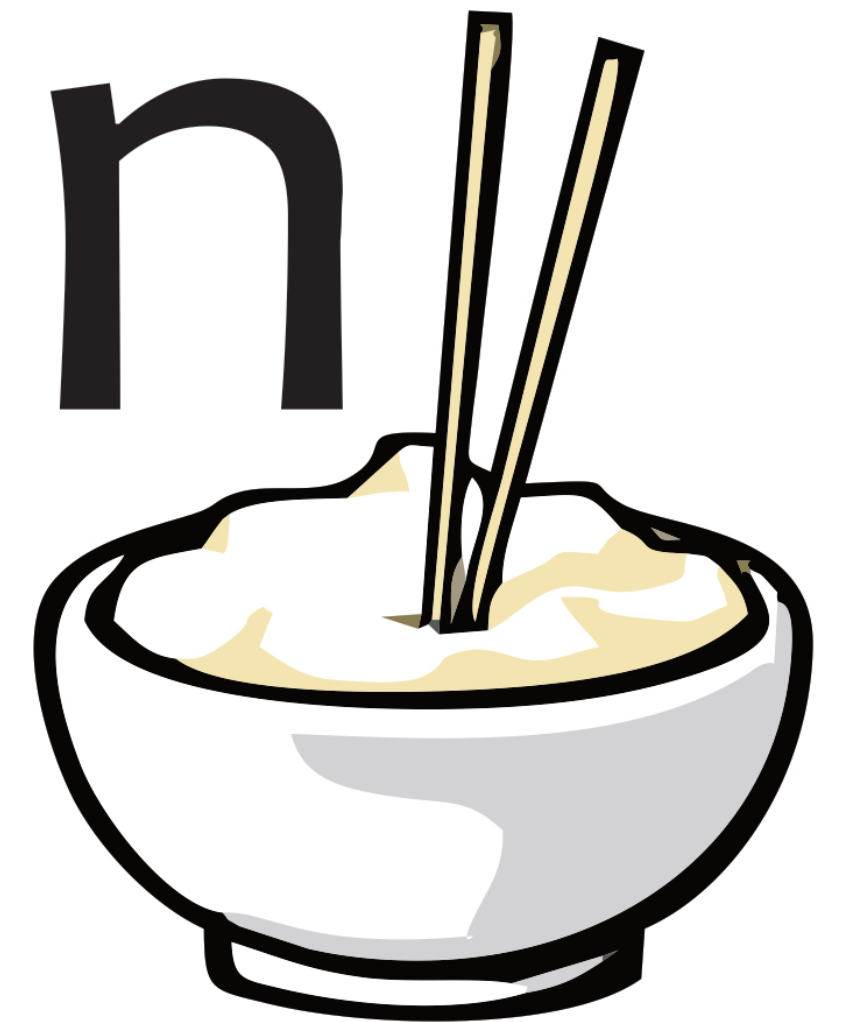


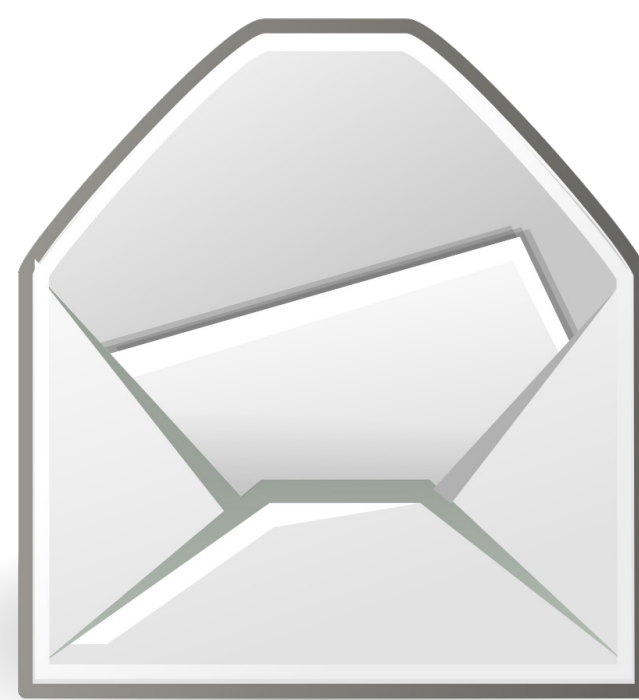
# chowmain

software & apps



## Notification Suite Two Way Module

Installation and Usage Guide



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**Author(s):** Richard Mullins

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## Overview

The notification suite consists of two modules, email and notifications. These modules can send messages based on any event URC can generate. The also allow for image attachments to be included from local devices. This is especially useful for sending camera images. There is also support for camera that require a username and password (as long as they support HTTP Basic Auth).

The first module is email (called SMTP). You can use this to send an email to anyone through your email server. The setup for this module is detailed on page 8.

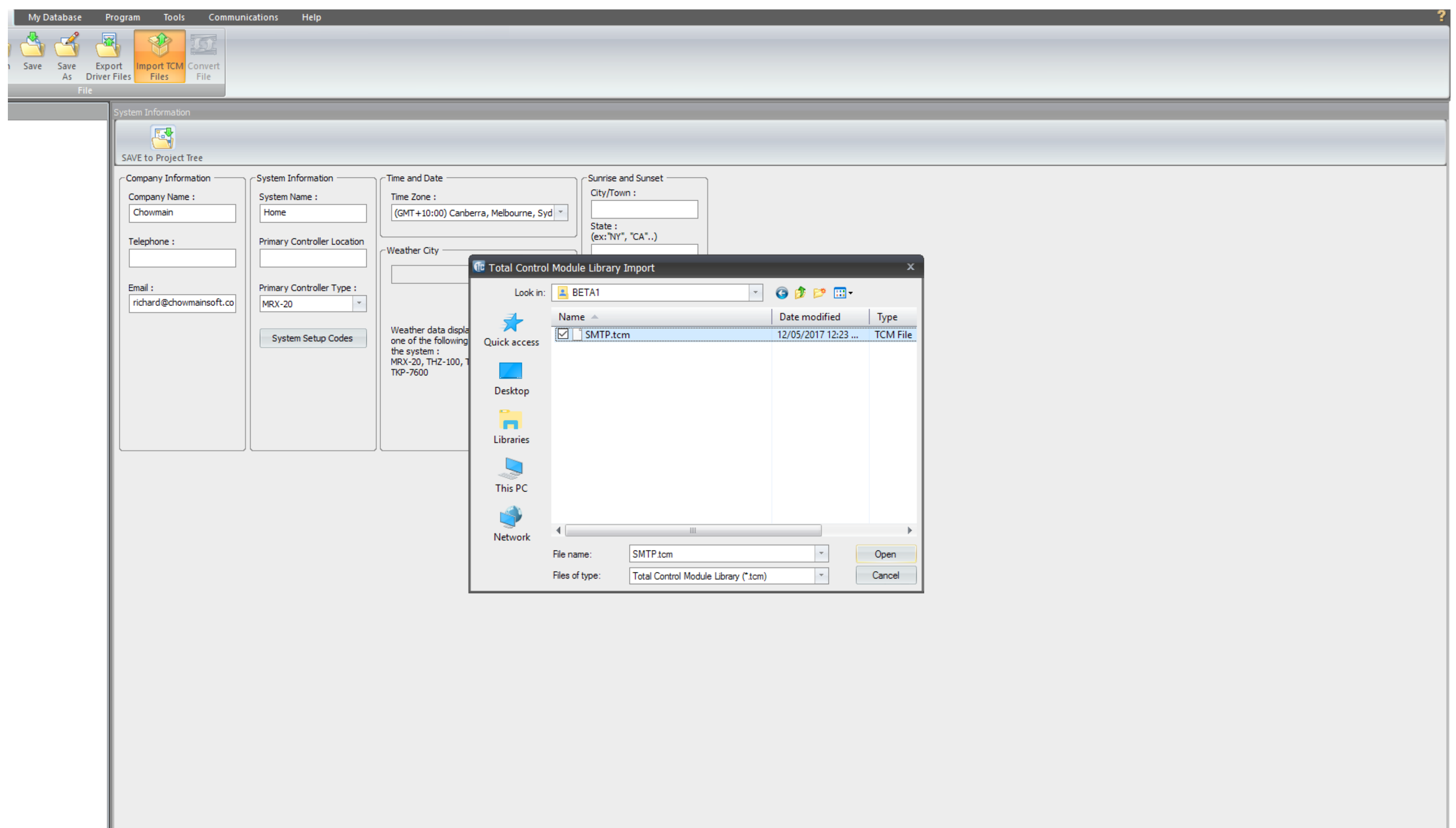
The other module is the pushover module. The pushover service requires a once off \$4.99USD purchase to keep using after its 7-day trial period expires. The pushover module can both send and receive notifications and like the email module can attach images. Some pushover apps are capable of directly showing the image attached to the notification but even the ones that don't will get a link accessible remotely.

## Installation

### 1. Import the TCM in to accelerator

The zip file that included this documentation has the TCM file you will need to import. Go to the file menu, select import TCM Files and load the provided file.

(for more information check <http://www.urcontrolroom.com/tc/software/tools/tcm/start>)





## 2. Add the notification Suite modules to Accelerator

The notification suite consists of two separate modules, one for email (SMTP) and the other for a push notification service (Pushover). When your installing you'll need to run through the steps below twice, once for the SMTP module and again for Pushover.

Go to Step 4. Add Other Devices and Add Selected Modules.

Step 1 - select the room for the module

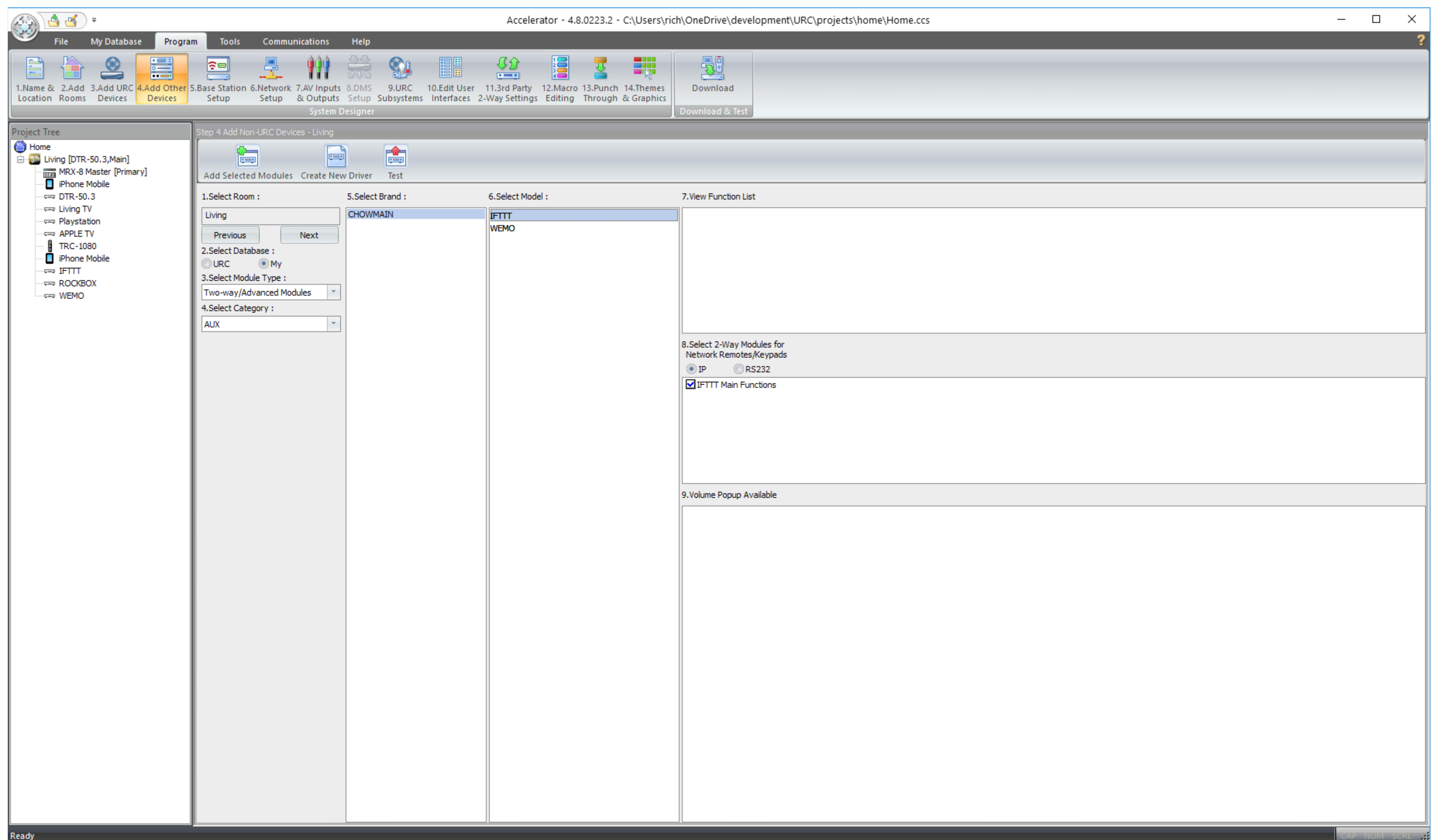
Step 2 - Select My

Step 3 - Select Two-Way/Advanced Modules

Step 4 - Select AUX

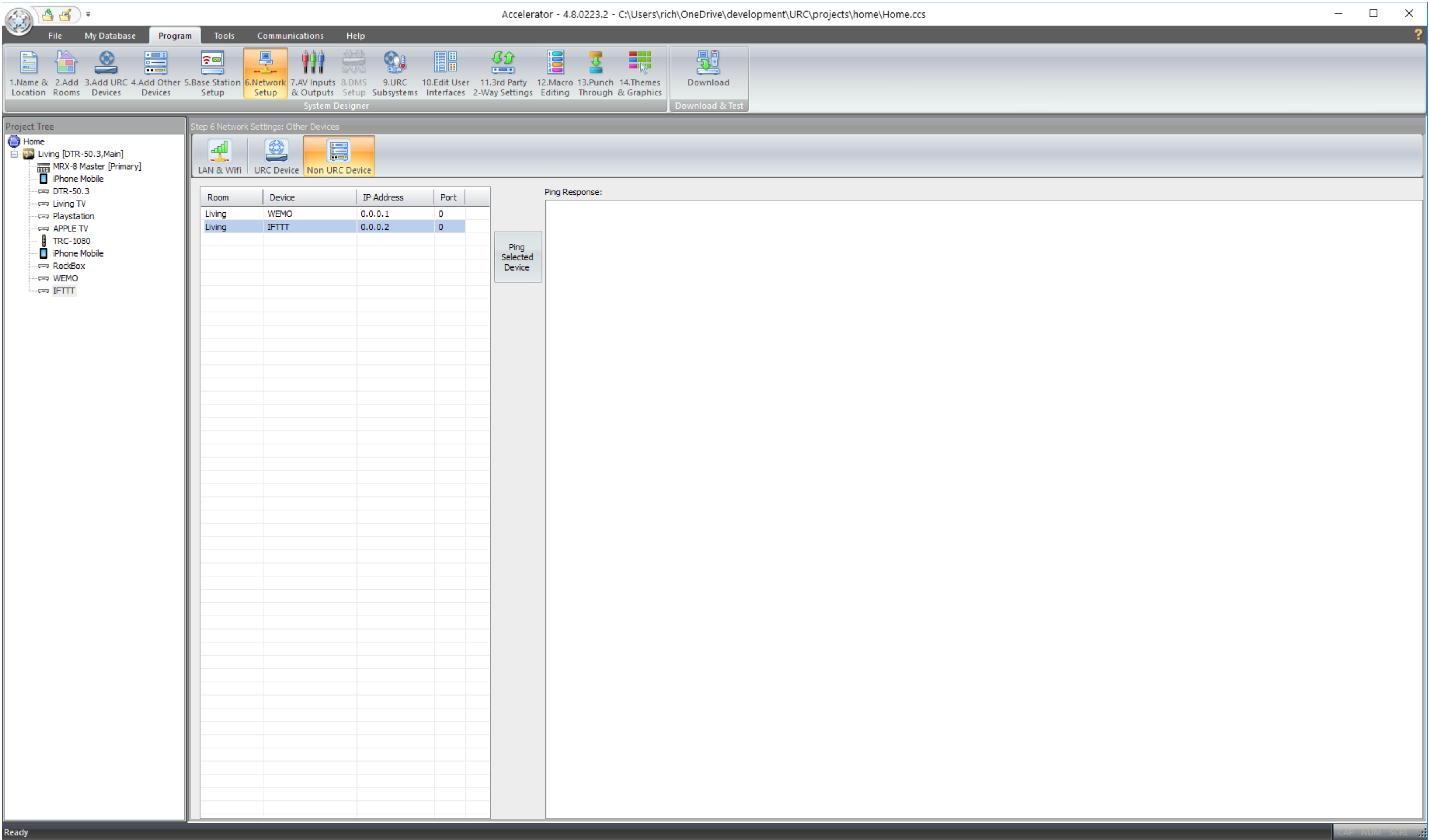
Step 5 - Select CHOWMAIN

Step 6 - Select SMTP (or Pushover)



3. Add the network setting for the Notification Suite modules

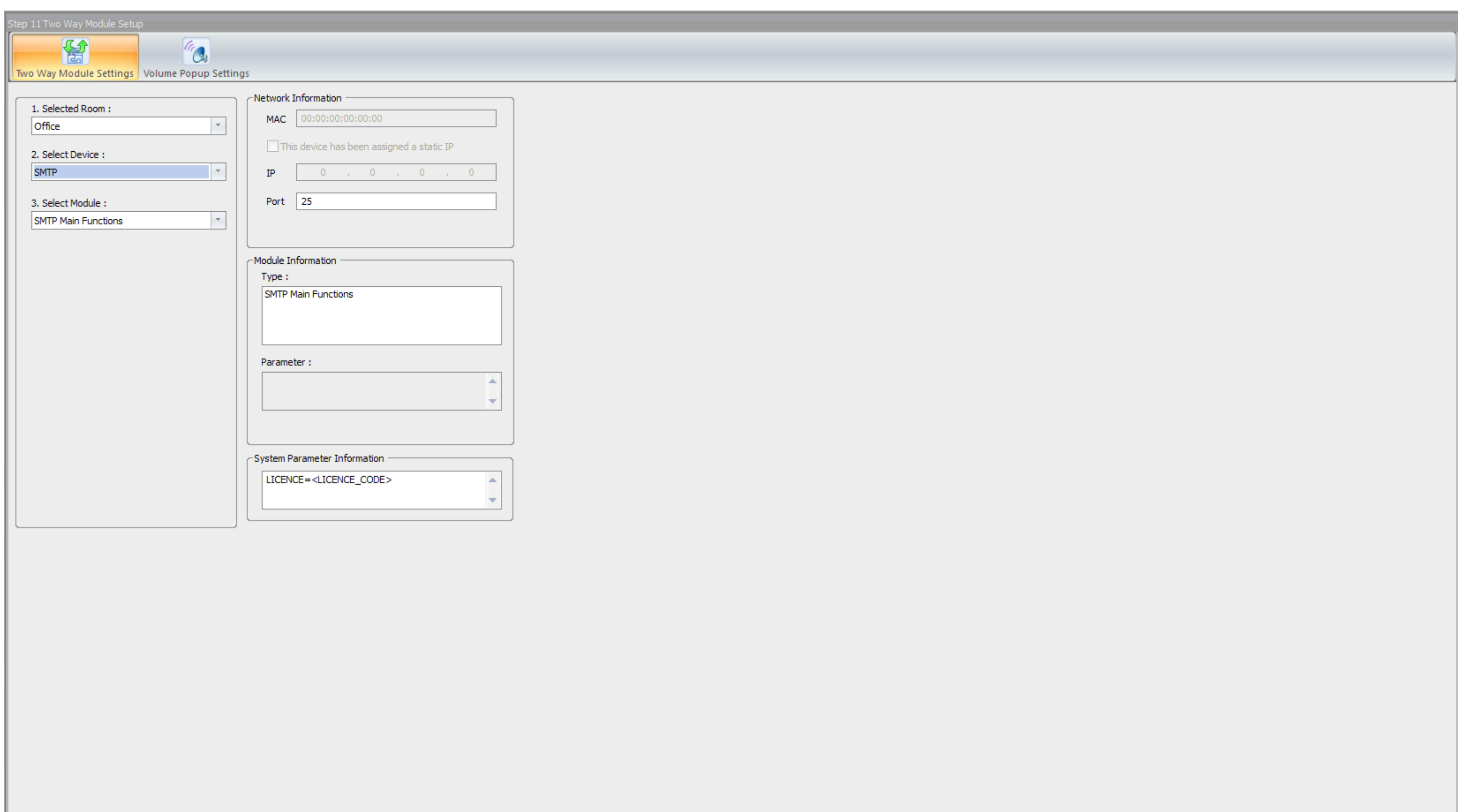
The notification suite consists of the SMTP module and the Pushover module. Both of these modules need to have network settings configured. The IP addresses and port numbers in this section are not used but the details still need to be filled in so choose ip addresses in the 0.0.0.x range that are free - for example 0.0.0.1 and 0.0.0.2 as shown below.



## 4. Add the licence code

The notification suite modules needs licence codes to work. To add the licence go to Step 11 in Accelerator and select the Two Way Module Settings option. In the system parameter Information box enter your licence code.

You will need to do this for both the SMTP and Pushover modules.



Step 11 Two Way Module Setup

Two Way Module Settings | Volume Popup Settings

1. Selected Room :  
Office

2. Select Device :  
SMTP

3. Select Module :  
SMTP Main Functions

Network Information

MAC: 00:00:00:00:00:00

☐ This device has been assigned a static IP

IP: 0 . 0 . 0 . 0 . 0

Port: 25

Module Information

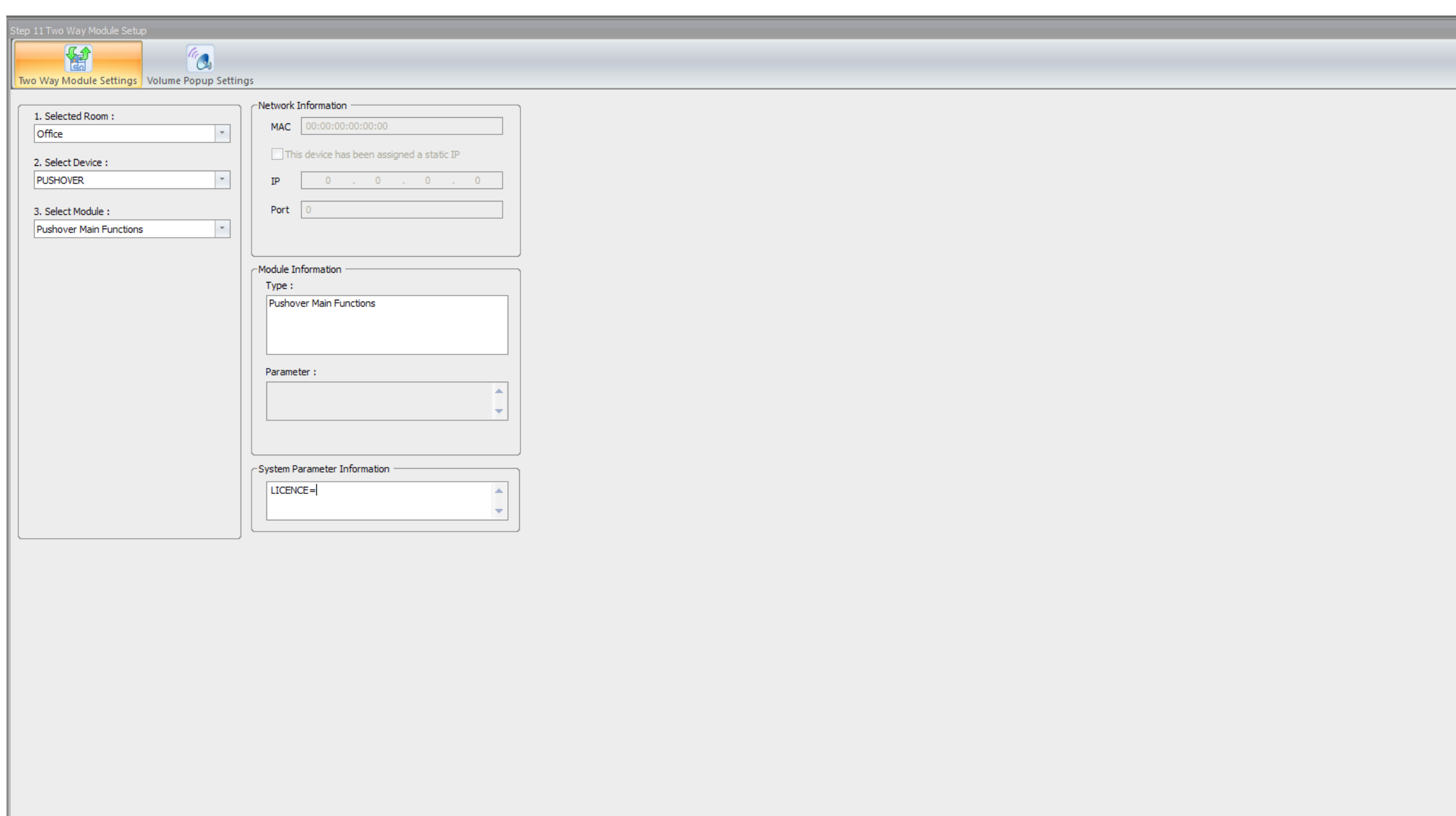
Type :  
SMTP Main Functions

Parameter :  
[Empty field]

System Parameter Information

LICENCE=<LICENCE\_CODE>

Pushover Licence page



Step 11 Two Way Module Setup

Two Way Module Settings | Volume Popup Settings

1. Selected Room :  
Office

2. Select Device :  
PUSHOVER

3. Select Module :  
Pushover Main Functions

Network Information

MAC: 00:00:00:00:00:00

☐ This device has been assigned a static IP

IP: 0 . 0 . 0 . 0 . 0

Port: 0

Module Information

Type :  
Pushover Main Functions

Parameter :  
[Empty field]

System Parameter Information

LICENCE=[Empty field]



## System Parameters - Pushover

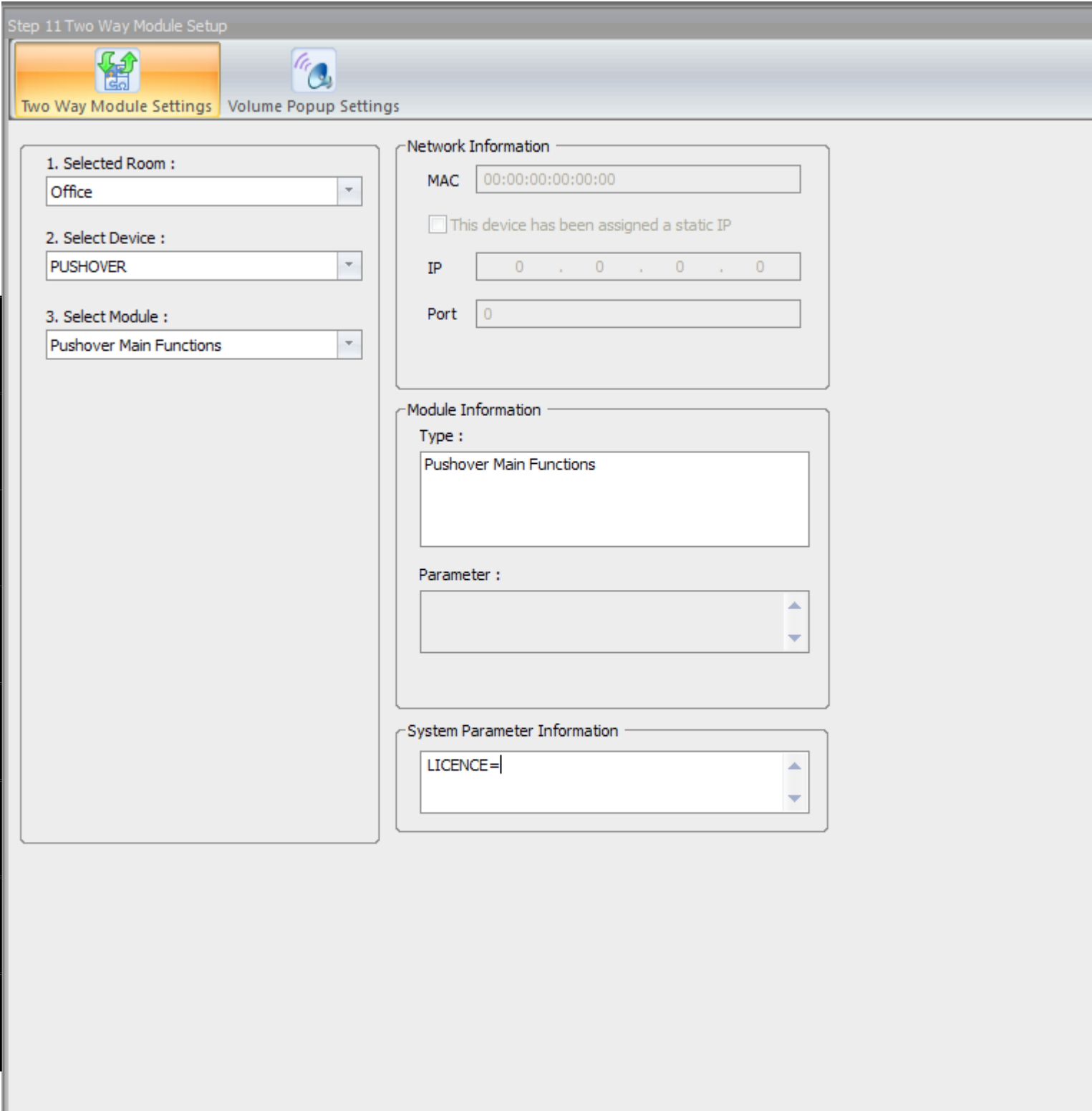
The pushover module is used for both incoming messages and outbound notifications.

All system parameters are entered in the following format

KEY=VALUE

The system parameters required for inbound communication are your pushover username and password. These are entered as USER and PASS parameters. For the outbound messages will need to add the USER\_KEY and APP\_KEY parameters. These values need to be recovered from the pushover website and are detailed below.

KEY	PARAMETER
LICENCE	Licence code to register the driver
USER	The username for the pushover service
PASS	The password for the pushover service
USER_KEY	The pushover user key (see below)
APP_KEY	The pushover application key (see below)
DEVICE	Use a custom name for the pushover device
DEBUG	Puts the module in to it's debug mode



### User

The USER system parameter is used for entering your pushover username. This is typically the email address you used to create your pushover account.

### Pass

The PASS system parameter is used for entering your pushover accounts password.

### Device

The DEVICE system parameter is to specify a name for your pushover device. This is useful if you are using the same pushover account at multiple locations, if you don't specify the device name the second location will overwrite the first. If you leave this out the default name used will be urc\_notification.

### Getting your user key

The user key is available immediately after logging in to the pushover website. Its the long string of letters and numbers listed under the heading **Your User Key**.

Copy this key in as the value for USER\_KEY in the pushover system parameters.

Pushover

Android, iOS, & DesktopApps & PluginsAPI

BlogFAQHelpSettingsLogout

Latest Pushover News: Pushing data directly to a complication on your Apple Watch posted on November 04, 2016

Push a Notification

To send a notification to one or all of your devices, enter a message below. To send notifications programmatically, check out our [API](#).

Send As:Pushover

Device:All active devices

Sound:(Device default sound)

Title:optional

Message:

URL:optional

Send Notification

Your User Key

To receive notifications from a Pushover-powered [application](#), service, or website, just supply your user key:

ucrlh1o9w3mjarirnesyoafctw4r3b

To receive Pushover notifications from e-mails, send to:

hoprizcvdt@gmail.net

Your Quiet Hours

[\(Edit\)](#)

You do not have any enabled quiet hours.

### Getting your application key

The application key is requires you to add a new application. Log in to the pushover website and scroll down until you see a section titles **Your Applications**. Click on Create an Application/API Token.

Your Applications [\(Create an Application/API Token\)](#)

	Name	Description	Messages Sent / Allowed
	<a href="#">Test Notifier</a>	Test Node.js Notification app	0 / 7,500
	<a href="#">URC</a>	URC MRX-8	18 / 7,500

#### Create New Application/Plugin

To start pushing notifications with Pushover, you'll need to create an Application and get a unique [API token](#), which you can do here. Each website, service, application, plugin, etc. may only be registered once and each application is currently limited to 7,500 messages per month. Additional message capacity may be purchased after creating an application. For more on monthly limits, see our [API page](#).

#### Application Information

Name:URC

This name should be short (20 character maximum), such as "Nagios", "Adium", or "Network Monitor". If messages are sent with no title, this name will be displayed.

Type:Application

Description:URC MRX-8

URL:

If this is a public app/plugin, you can include a URL to point to a homepage, Github repo, or anything else related to the app.

Icon:Choose fileNo file chosen

To customize your app's notifications, upload a 72x72 icon in PNG format (transparent background preferred). Any images not 72x72 will be resized.

☐ By checking this box, you agree that you have read our [Terms of Service](#) and our [Guide to Being Friendly to our API](#).

Create Application

Your application has been created

URC (Application)

[Back to Apps](#)

API Token/Key

[\(Edit or Delete Application\)](#)

To begin using our [API](#) to send notifications, use this application's API token:

adfi2wpsopb66ee3jabpvenqo3utwd

Subscription

[\(Edit Subscription Settings\)](#)

This application has not activated user subscriptions. [Create a subscription code](#) to allow users to subscribe.

Licensing Credits

[\(Purchase License Credits\)](#)

This application does not have any licensing credits.

To get started with our [Licensing API](#) to assign device licenses to your users, you can [purchase license credits](#).

Recent Usage

[\(Upgrade Message Capacity\)](#)

0 messages have been sent out of 7,500 allowed this month:

Once the application is created you will be able to get the application key - its shown undde the title **API Token/Key**.

This is the key to enter as the APP\_KEY system parameter.



## SMTP System Parameters

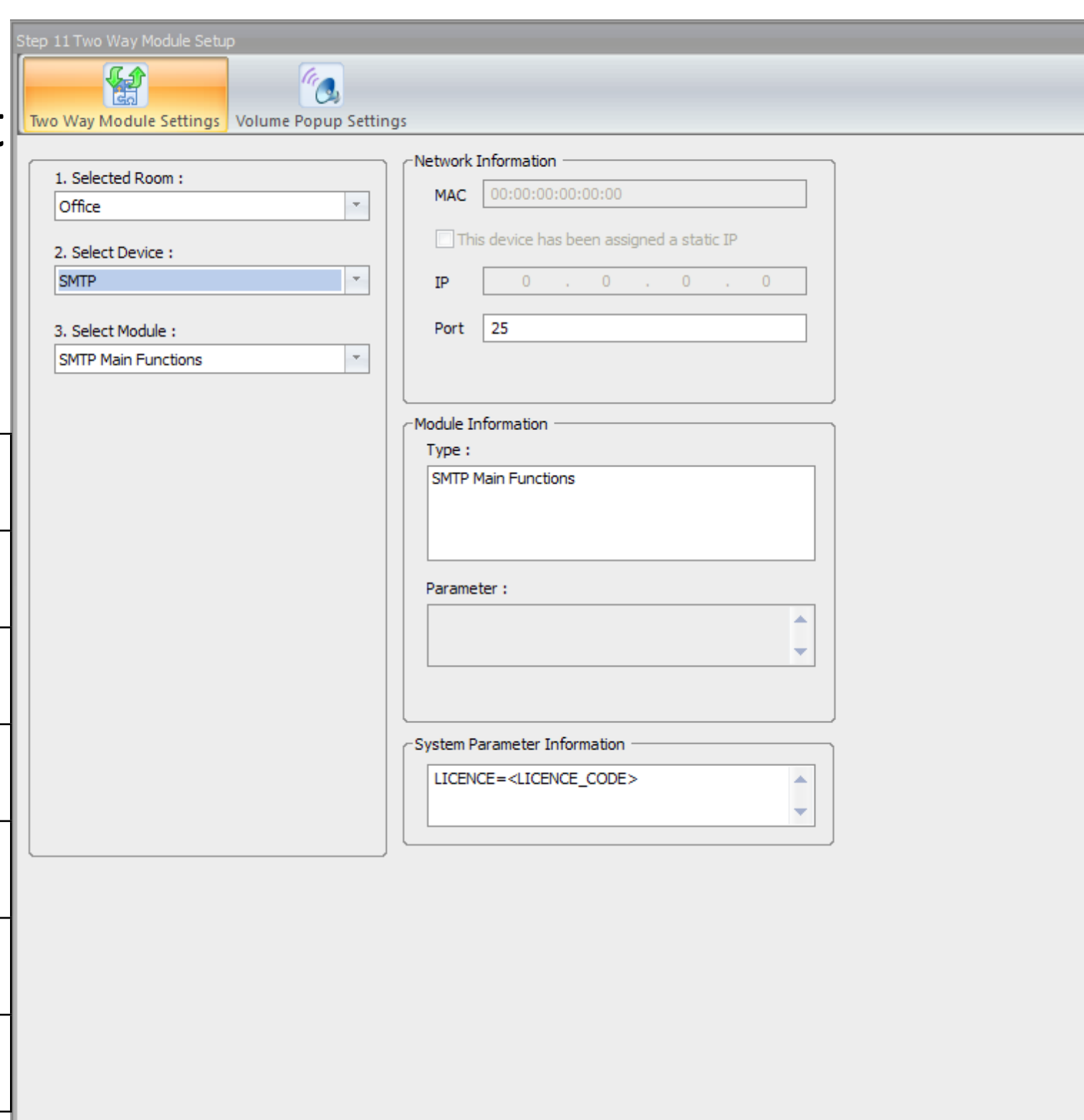
The SMTP module is used to generate outbound email. While any email server can be used in practice it depends on how those email servers have been configured by the operator. The module has been tested with gmail so if in doubt, use gmail.

All system parameters are entered in the following format

KEY=VALUE

The parameters required to setup the SMTP server will vary depending on the operator but at very least you will need the server address and port number. In the case of gmail this is SERVER=smtp.gmail.com and PORT=587. Gmail (and many other servers) also requires a username and password. These are the same username and password you use to get your email. The username is set as the USER and the password as the PASS parameter.

KEY	PARAMETER
LICENCE	Licence code to register the driver
SERVER	The server address (eg. smtp.gmail.com)
PORT	The server port (eg. 587 for gmail TLS)
USER	The username for the SMTP service
PASS	The password for the SMTP service
DEBUG	Puts the module in to it's debug mode



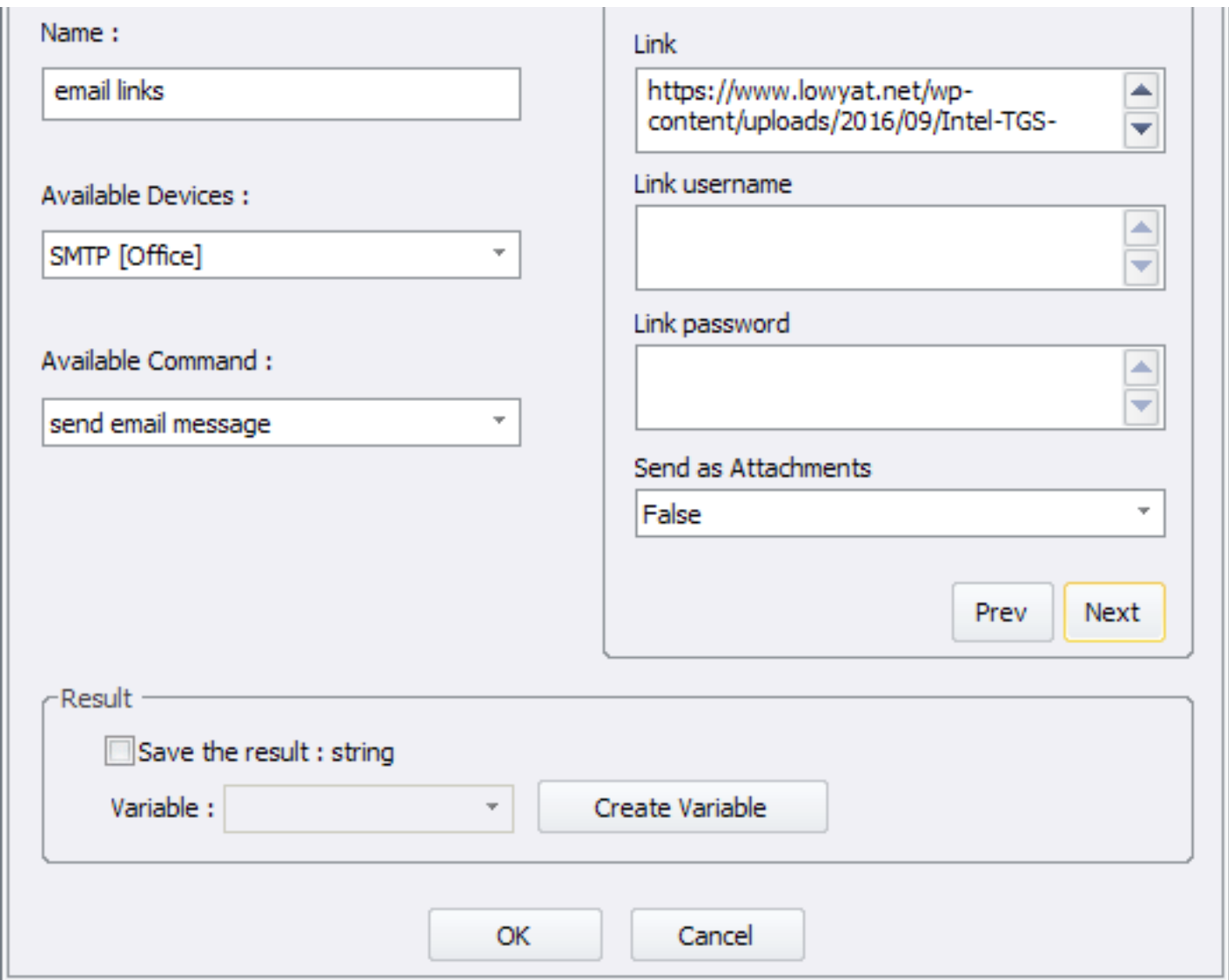
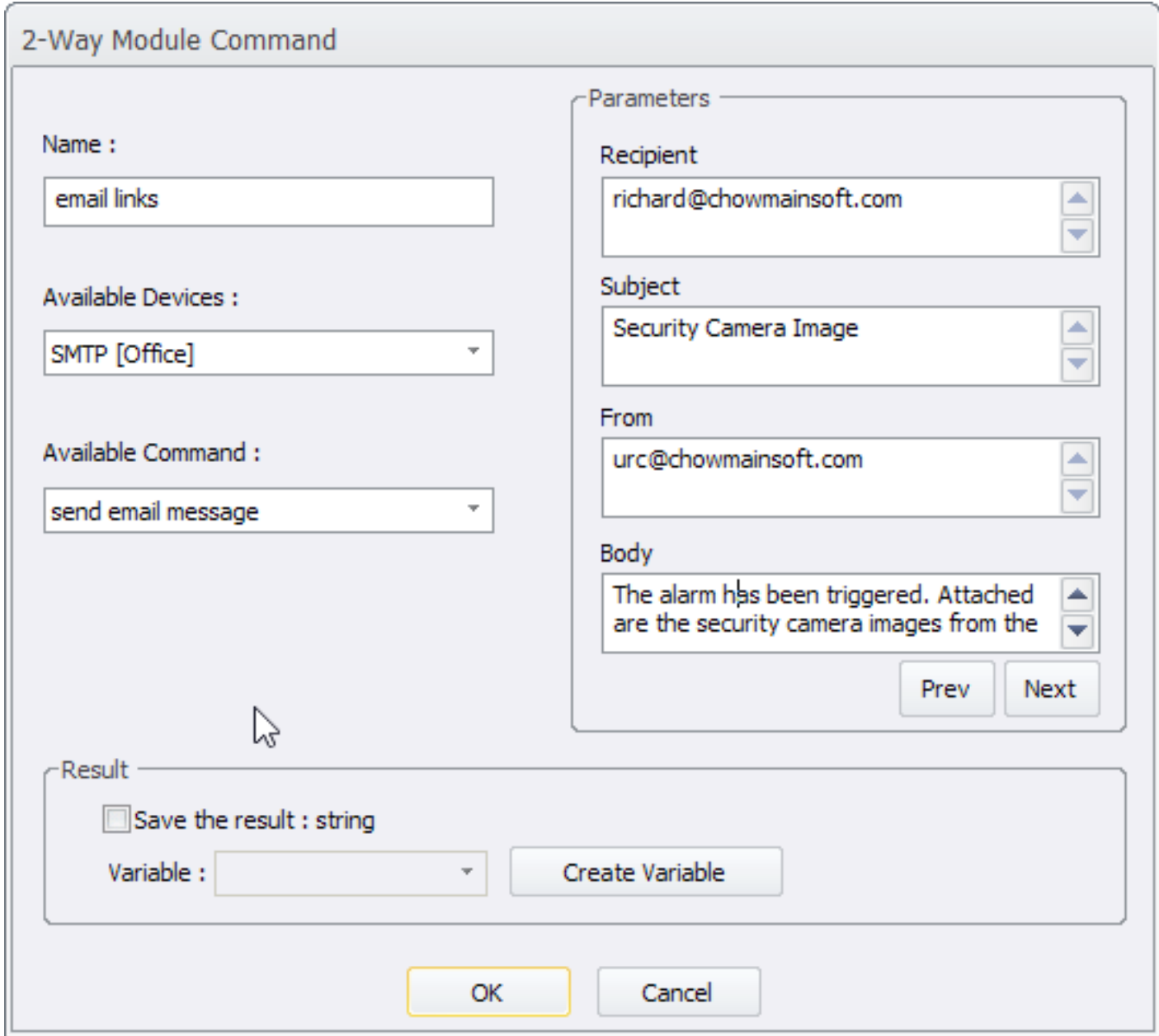
### Debug

If the DEBUG parameter is present and set to ON (DEBUG=ON) then detailed log files will be written to the base station. The log files can be fetched by connecting to the base station with FTP and looking in the /Common/SMTP folder. This will cause additional load on the processor so it should be left off unless you are asked to turn it on.

## Send an email message

To send an email message create a macro and add a Two Way command. Give the command a name and choose SMTP from the available devices. There is only one command available - send email message.

There are two pages of parameters you can use to send your email. The first page covers all the basic email requirements, who the message is for, who its from the subject and any text you want as part of the message itself.



The second page of parameters deals with attaching files to the email. Although it is possible to attach any file that has a web link the most common use is attaching security camera images.

There is an example attaching security camera images on the next page.

### Parameter Details

PARAMETER	DESCRIPTION
RECIPIENT	The email address you wish to send to.
SUBJECT	The subject for the email.
FROM	The email address that the message will appear to have come from.
BODY	The text in the email itself.
LINK	A link to include with the email (typically this will be a security camera url).
LINK USERNAME	Security camera username.
LINK PASSWORD	Security camera password.
SEND AS ATTACHMENT	True will send the images attached to the email. False will send links



### **Emailing a single security camera image**

To email a single image it typically best to embed the image directly.

Enter the link to your security camera or NVR in the link section. If you need to authenticate to get the image enter the username in the Link Username field and password in the Link Password field.

The last option, Send as Attachments, determines whether the image will be embedded directly (by setting Send as Attachments to true) or as an externally accessible link (by setting Send as Attachments to false).

The default method of attaching these images is to embed them in the email directly.

### **Emailing multiple security camera images**

To email a multiple images it typically best to send a series of links. The links to your camera or NVR are typically not directly accessible outside of your local network. To work around this we first send the image to an external image storage service and then attach that link to the email. This process is much quicker than embedding the images directly.

If you have no username and password, or if you have the same username and password for each link, you can put all the links into the Link parameter separated by semi-colons.

If you have different username and passwords for each camera then create a separate Two-Way command for each camera.

Finally set the Send As Attachment to False so the images are sent to the external service and not directly embedded.

### **How to find the link to your security camera**

You will need to locate the specific addresses for your camera but a great place to start if your having trouble finding the right address is the camera database at ispyconnect. You can find that at <https://www.ispyconnect.com/sources.aspx>

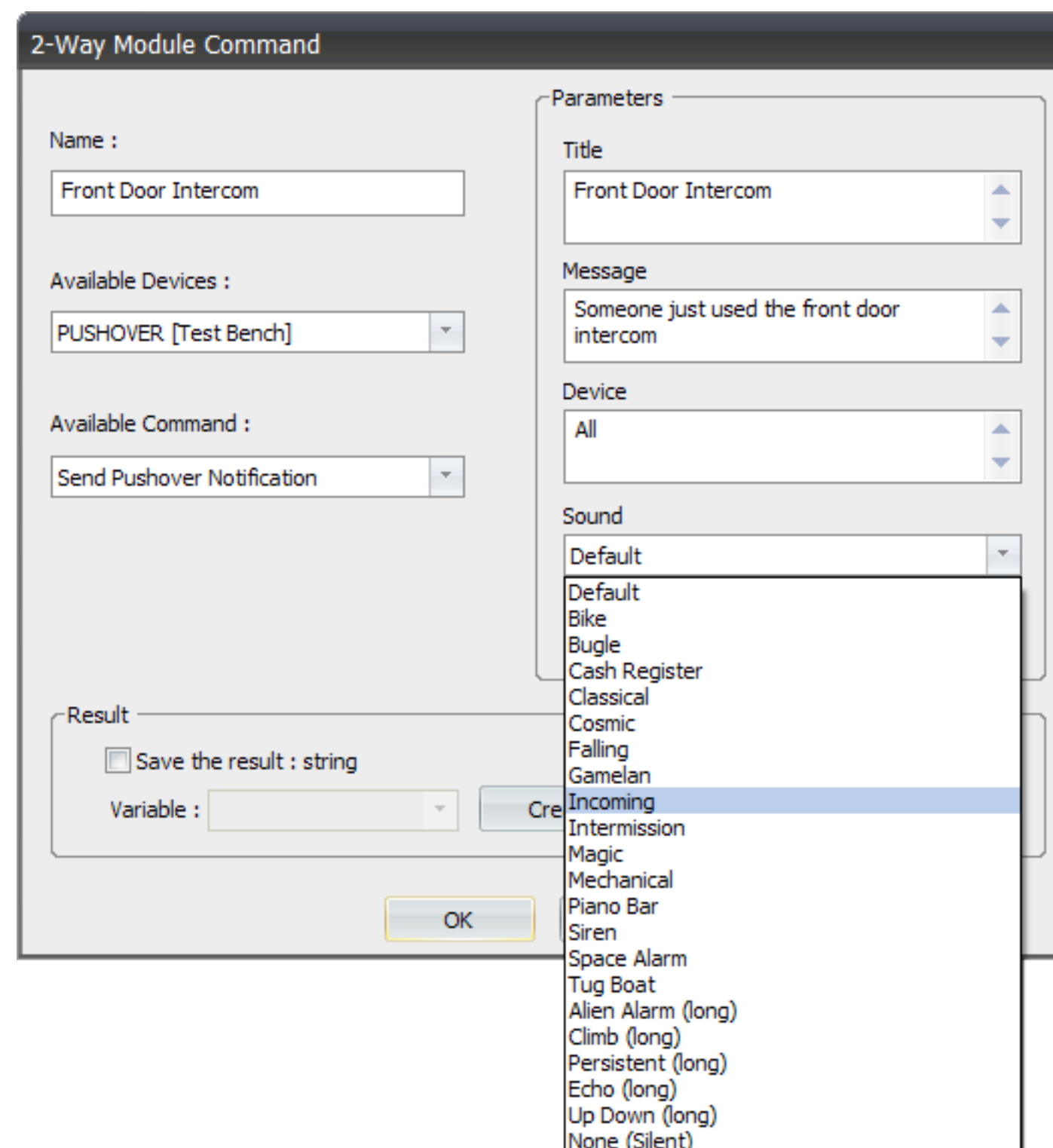
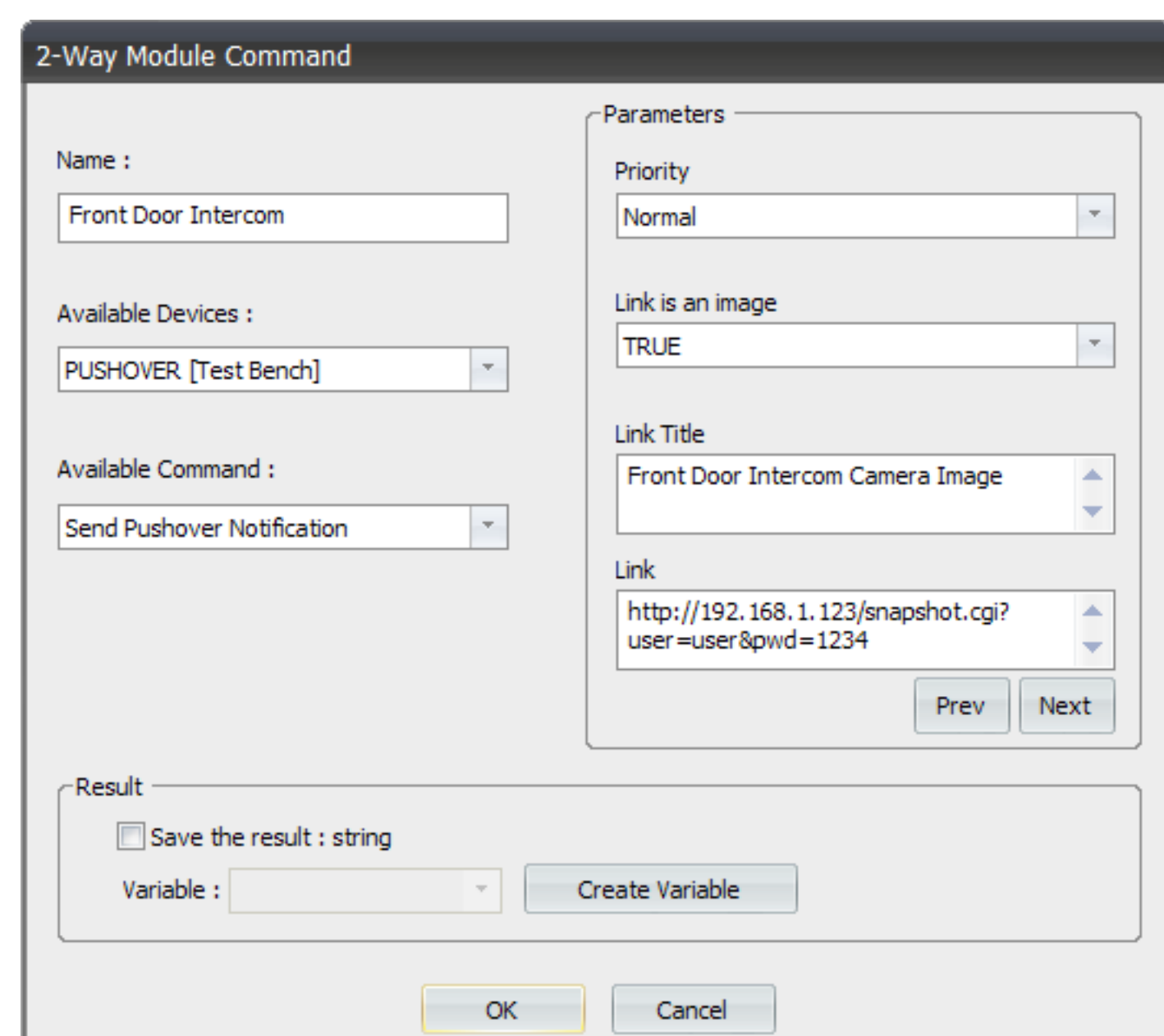


## Send a notification

To send an notification create a macro and add a Two Way command. Give the command a name and choose PUSHOVER from the available devices. There is only one command available - send Pushover Notification.

There are three pages of parameters you can use to send your notification.

The first page covers the basic message requirements, the title of the message, the message itself, which device the message is for (set this to All for the message to go to every device) and the sound to play when the message is received.

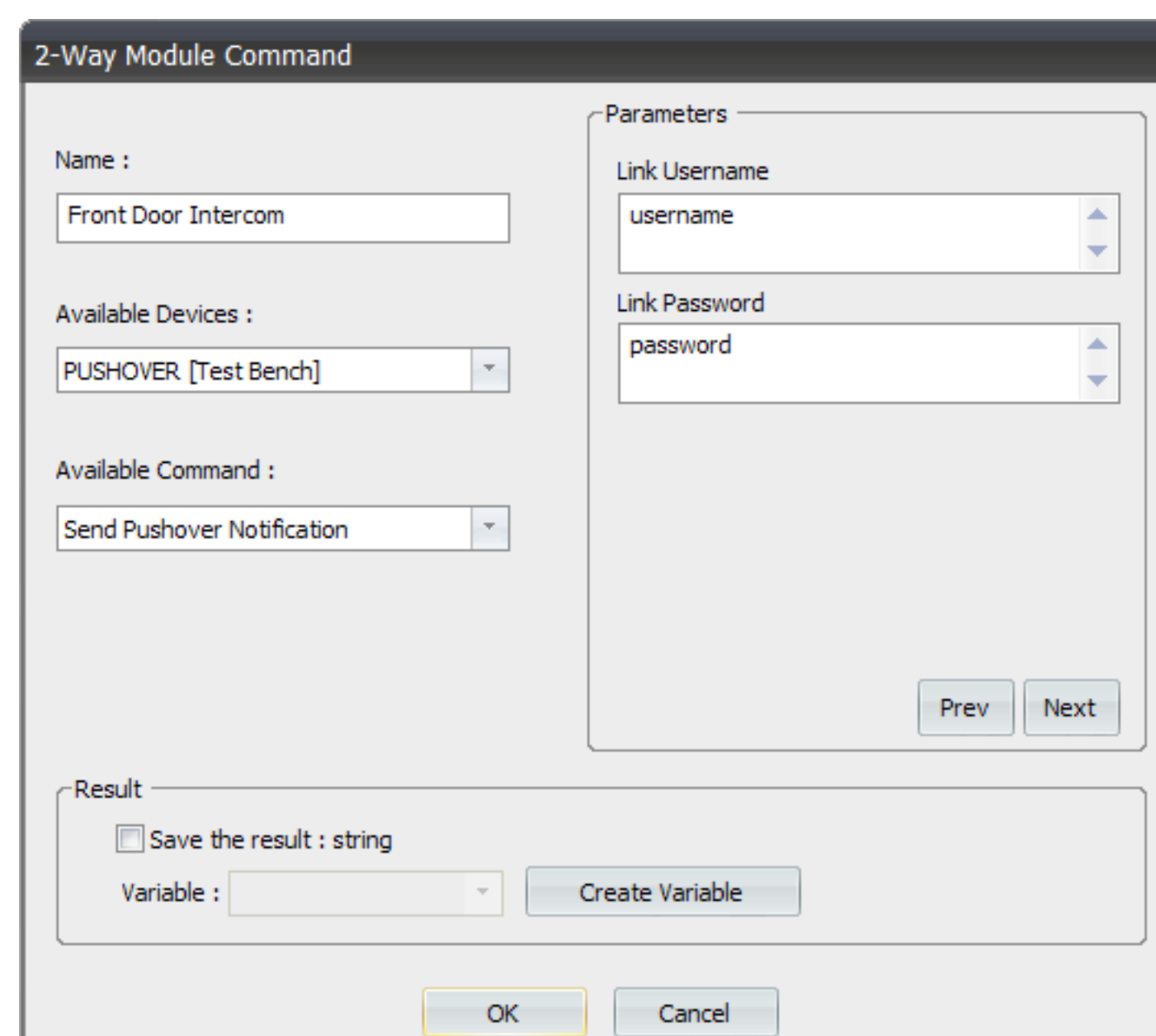
The second page allows you to set the priority of the message (check pushovers website for details of these levels).

As with the email driver its often most useful to include an image with the notification. The link can be entered on this page (with a title of you want one).

There is also an option to specify whether the link is an image or just a plain link. If 'Link is an image'

is set to TRUE then the image will be embedded in the notification.

Finally there is a third page that has parameters for sending a username and password to the link you've provided if they are needed.



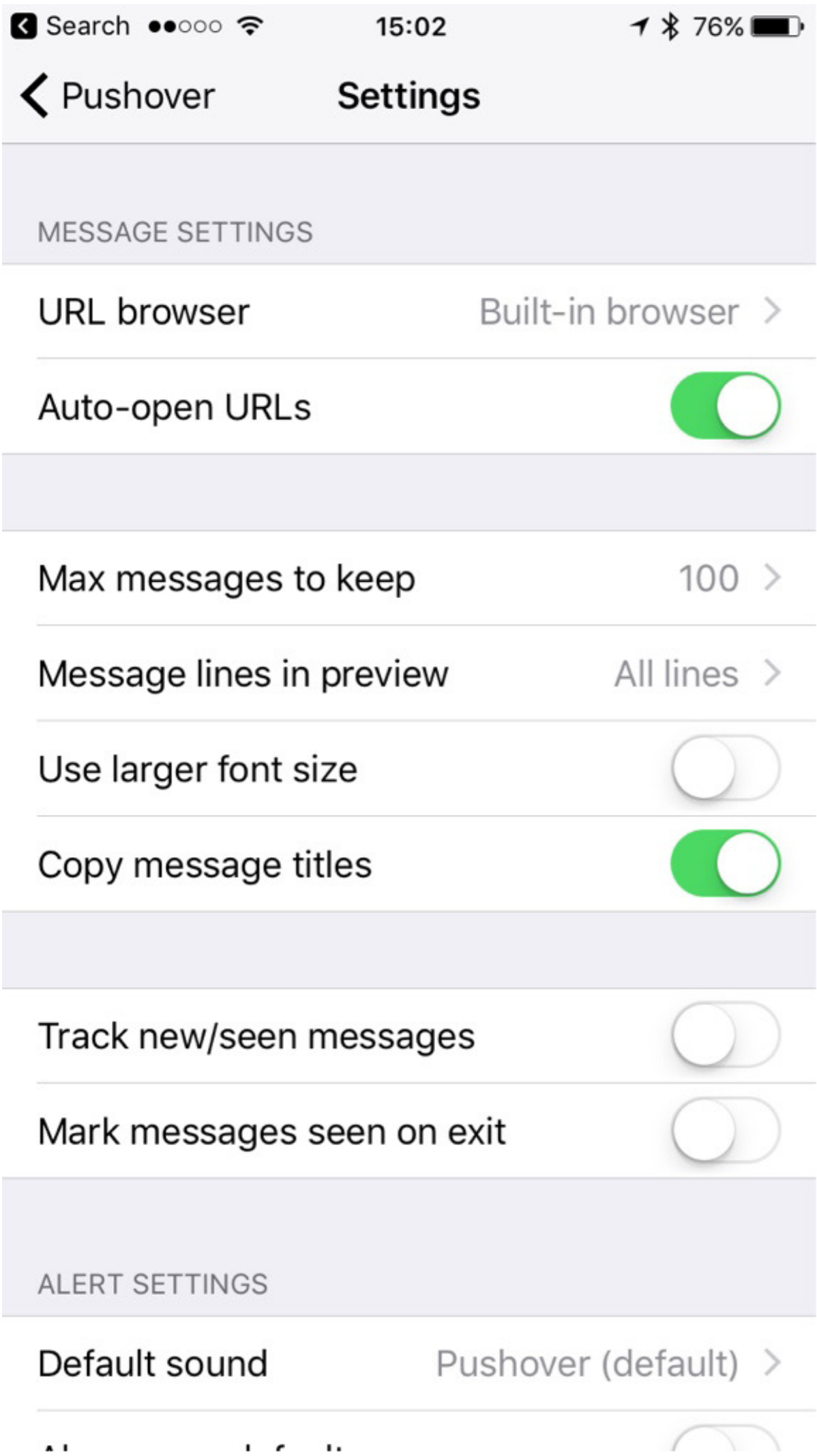
Parameter Details

PARAMETER	DESCRIPTION
TITLE	The title of the notification..
MESSAGE	The message included with the notification.
DEVICE	The device you want to send to. Choose All if you want to send to every device.
SOUND	The sound effect to play when the notification is received.
PRIORITY	Normal, High, Silent or No Alert.
LINK IS AN IMAGE	Set to true if the link is an image. Set to false if you just want to send a regular URL.
LINK	A link to include with the email (typically this will be a security camera url).
LINK USERNAME	Security camera username.
LINK PASSWORD	Security camera password.

Setting up a phone to display images in notifications

When a message is sent with a link attached it is possible to have it open automatically, which is very useful for images.

To get the images to automatically display set the Auto-open URL’s option to on in your pushover app.



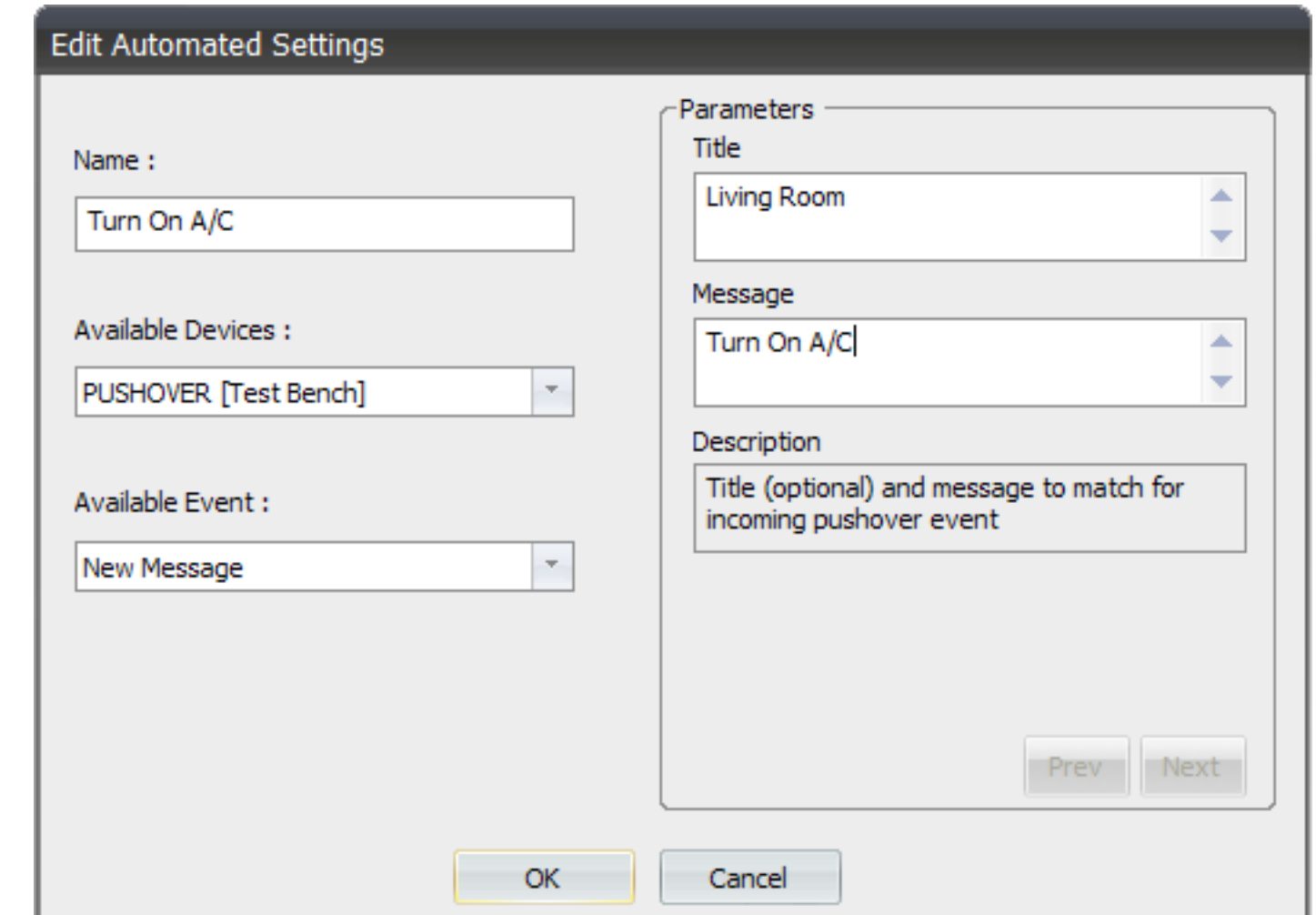
## Recieve a notification

To receive an notification you need to set up an Automation macro.

To set up the macro give it a name. Select Pushover from the Available Devices. There is only one Available Event - New Message.

If the message you want to send has a Title then you can add that in the Title parameter. The Title parameter is options so if you don't use one it will be ignored.

Finally set a message to trigger on and click OK.



The screenshot shows the 'Edit Automated Settings' dialog box. It has a 'Name' field with the text 'Turn On A/C'. Below it is the 'Available Devices' dropdown menu, which is set to 'PUSHOVER [Test Bench]'. Below that is the 'Available Event' dropdown menu, which is set to 'New Message'. To the right of these fields is a 'Parameters' section. It contains a 'Title' field with the text 'Living Room', a 'Message' field with the text 'Turn On A/C', and a 'Description' field with the text 'Title (optional) and message to match for incoming pushover event'. At the bottom of the dialog are 'OK' and 'Cancel' buttons. There are also 'Prev' and 'Next' buttons within the 'Parameters' section.