



## RoomMe URC Driver



roomme

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## Overview

The RoomMe module allows for feedback from the RoomMe occupancy sensors. The RoomMe sensors provide a series of events to detect entry into a room, exit from the room and whether the room is currently occupied or not.

It also tracks if the room is empty and provides an event for that too.

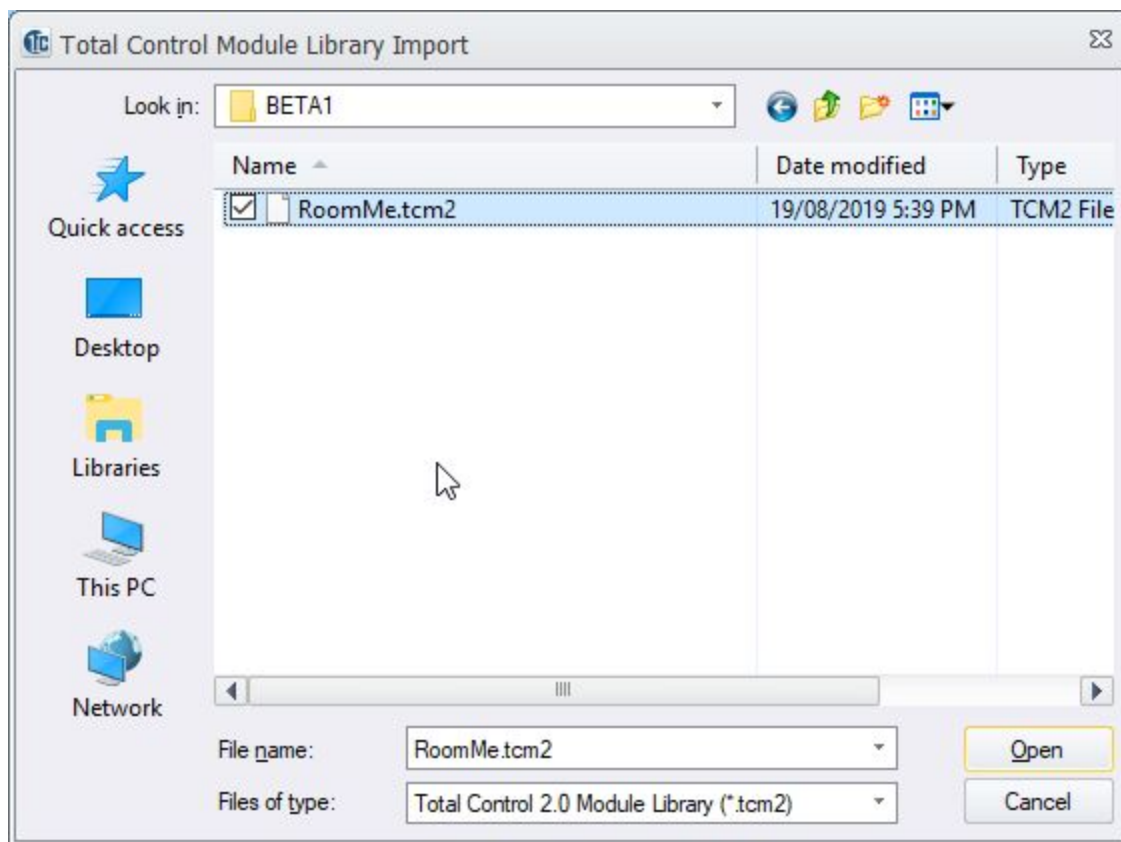


## Installation

To install the module, you will need to do the following.

### Import TCM

From the File menu -> Import TCM files



## Add the module to your project

In Step 4. Add Other Devices

Step 1 - select the room for the module

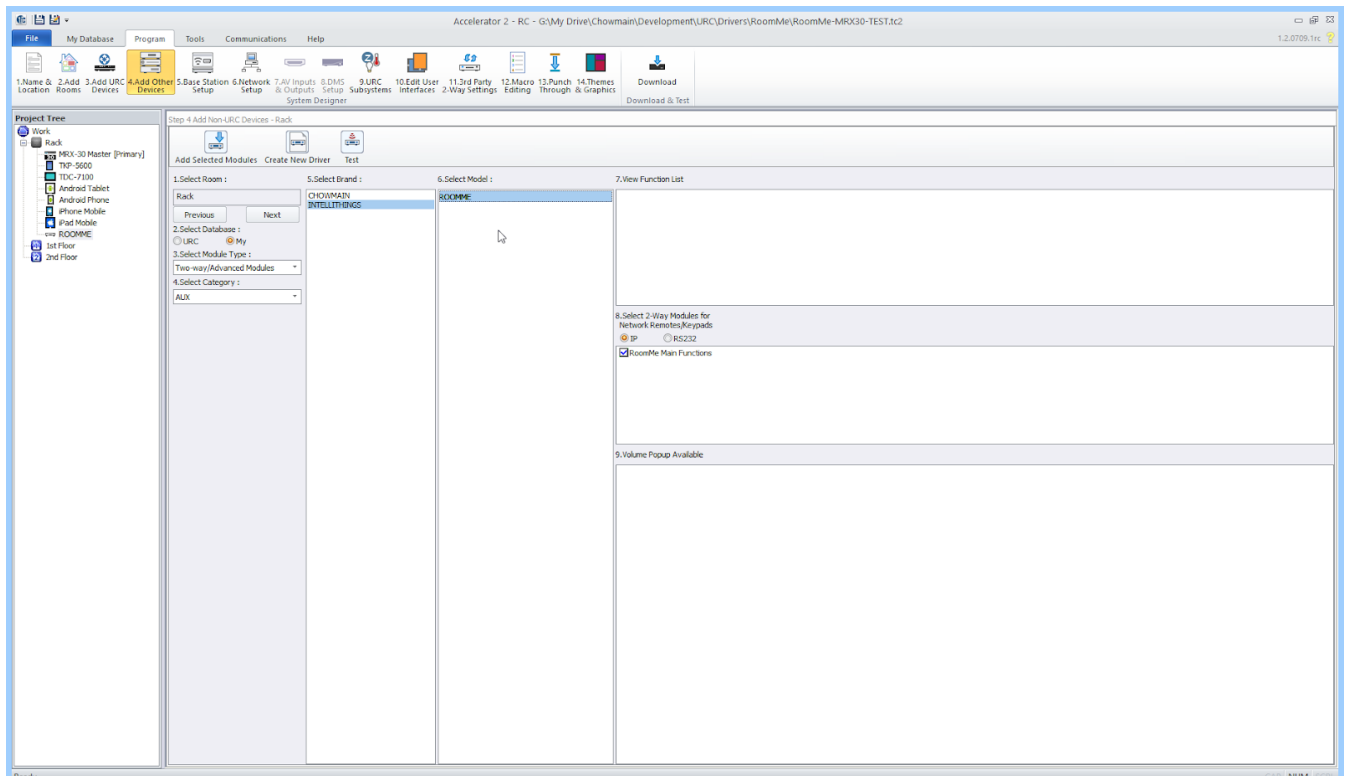
Step 2 - Select My

Step 3 - Select Two-way/Advanced Modules

Step 4 - Select AUX

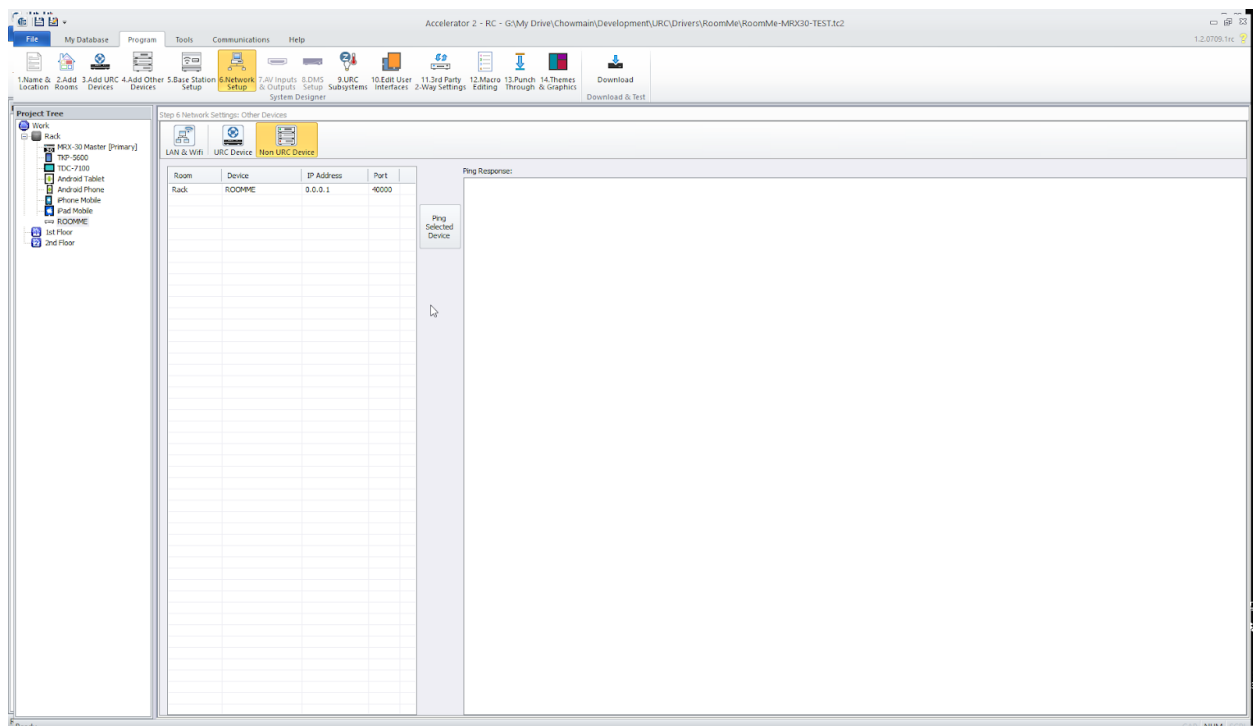
Step 5 - Select INTELLITHINGS

Step 6 - Select ROOMME



## Network Settings

Finally go to Step 6. Network Settings and Choose Non URC Devices. In the IP Address field enter the 0.0.0.1 (or a similar, unused address) in the IP address field. The port can be set to anything above 1024, or left as the default - 40000.



## System Parameters

The irUSB module only requires one parameter but there are some optional ones that have been detailed below.

All system parameters are entered in the following format

KEY=VALUE

The following table details the system parameters that work with this module.

LICENCE	The licence code from driver Central
DEBUG	Puts the module into it's debug mode

### LICENCE

The module requires a licence to run. The licence can be obtained from Advance Audio. Once you have a licence code it has to be added to the system parameters in the following format

LICENCE=<LICENCE\_CODE>

### 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 /data/UrcDebugging/LOG/irusb/<NUM> folder. This will cause additional load on the processor so it should be left off unless you are asked to turn it on.

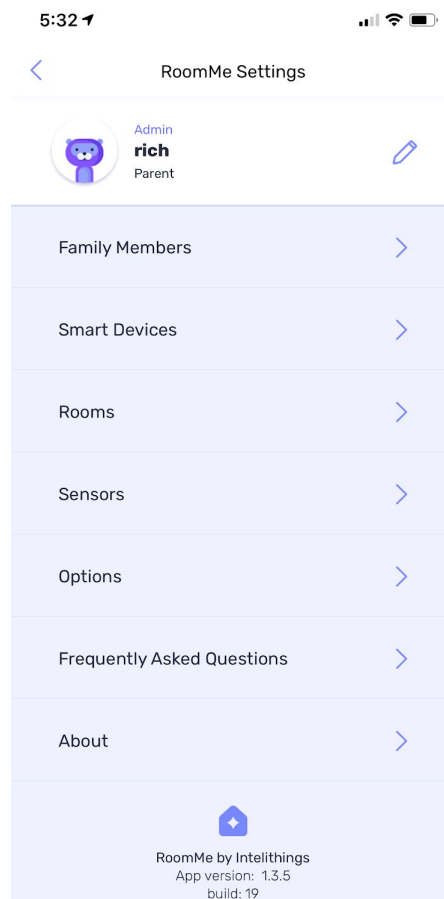
## App Configuration

The RoomMe devices work by sending events from the associated phone app. The following instructions run through how to configure the iOS app for use with the URC module.

The first step is to configure your Sensors, Rooms and Users. You can refer to the RoomMe documentation for details on how to complete this setup.

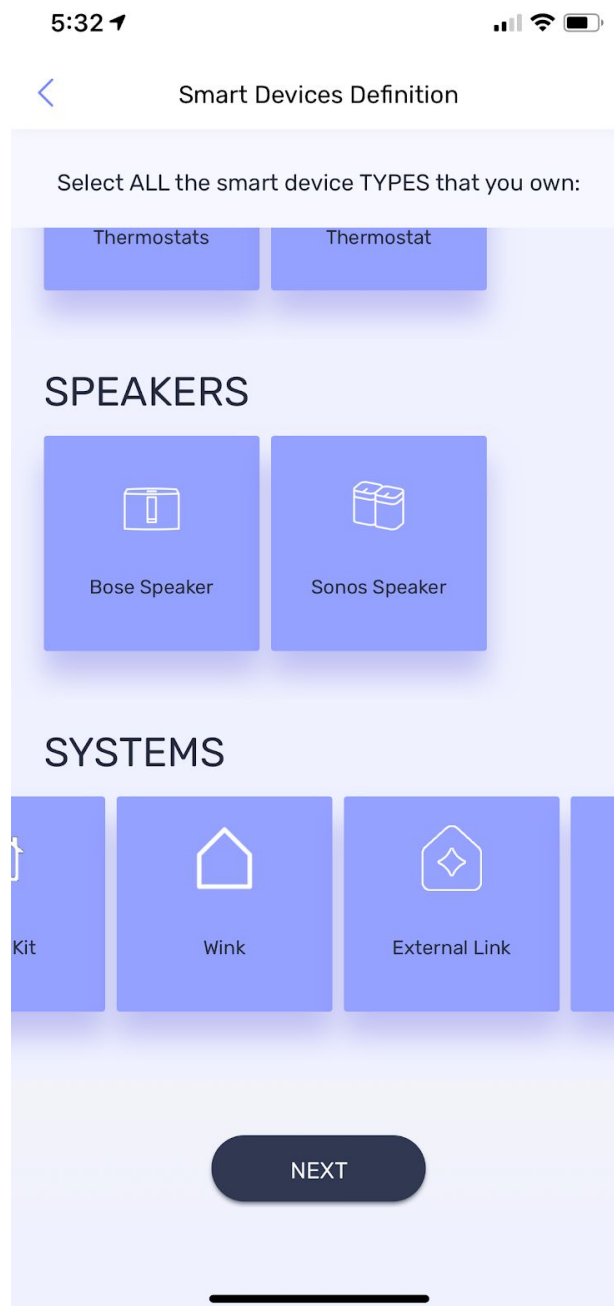
Once the RoomMe devices are setup and working, you will need to add a link to the URC system so we can get the events.

Enter the menu and select Smart Devices, then hit Next.

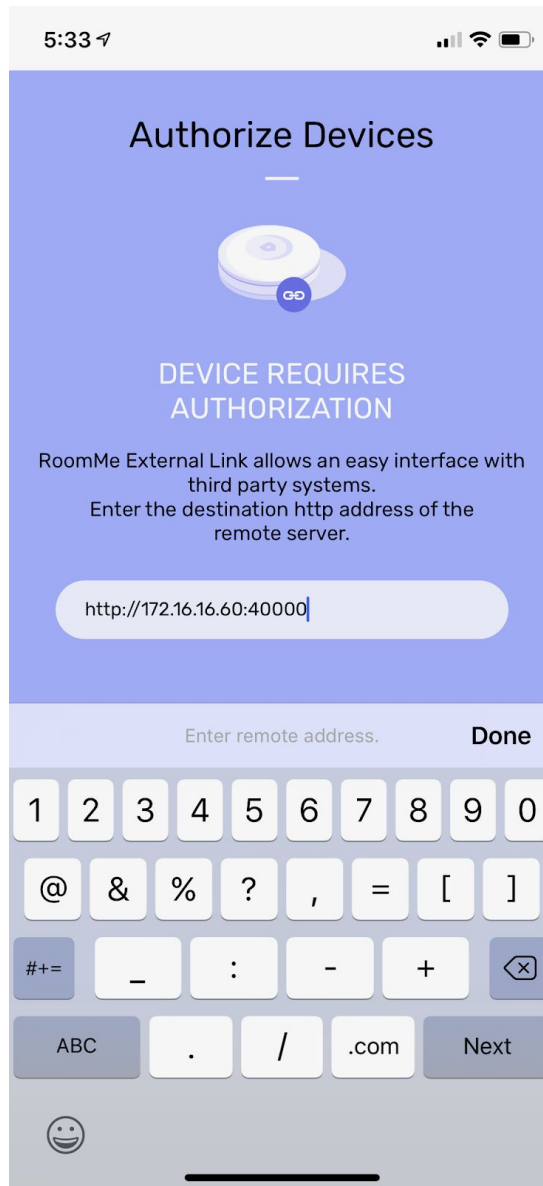




Now scroll to the bottom of the Smart Devices list and find External Link in the list. Press the External Link button and then Next.



Enter the IP address of your URC processor and the port address you set in the Networking step of configuring the module.



5:33

## Authorize Devices

GO

DEVICE REQUIRES AUTHORIZATION

RoomMe External Link allows an easy interface with third party systems.  
Enter the destination http address of the remote server.

Enter remote address. Done

1 2 3 4 5 6 7 8 9 0

@ & % ? , = [ ]

#+= \_ : - +

ABC . / .com Next

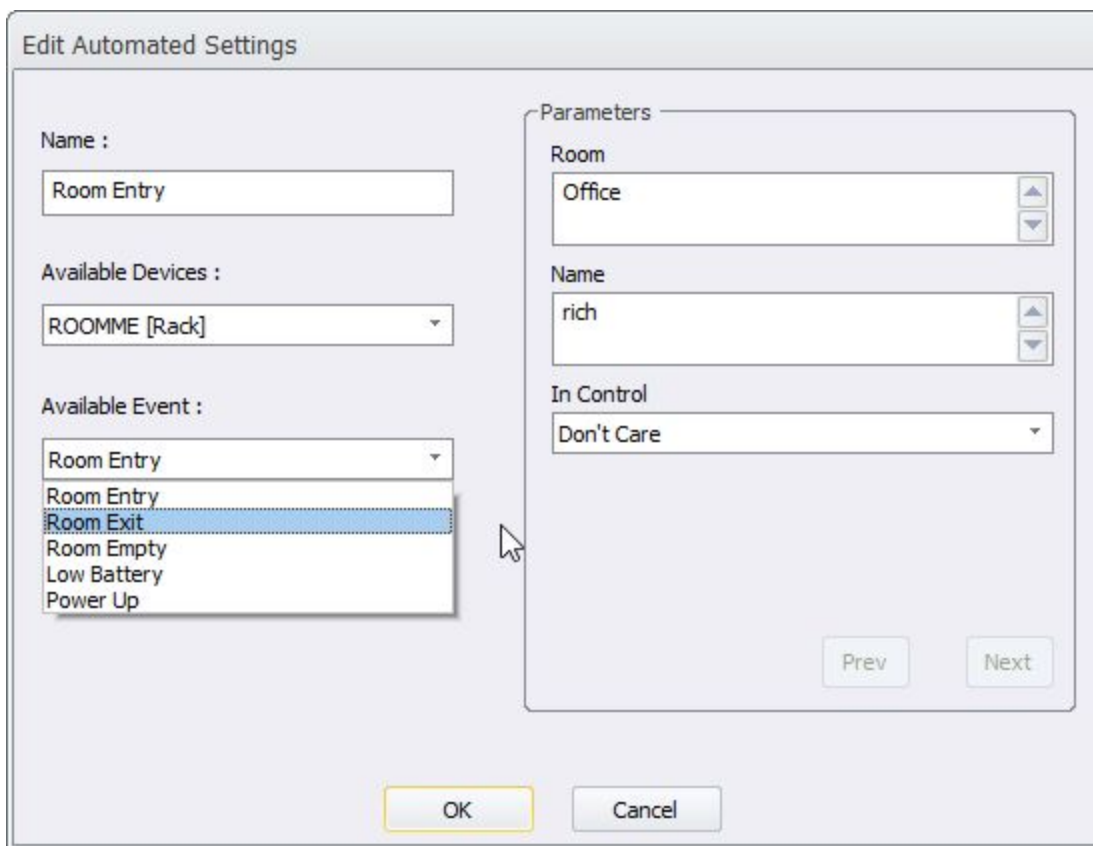
😊

Hit Next, and Done.

The module is now configured and ready to use.

## Events

The RoomMe module is 100% event based. The various events are described below. All the events are accessible from Step 12, Edit Automation Macros.



**Edit Automated Settings**

Name :  
Room Entry

Available Devices :  
ROOMME [Rack]

Available Event :  
Room Entry  
Room Entry  
Room Exit  
Room Empty  
Low Battery  
Power Up

**Parameters**

Room  
Office

Name  
rich

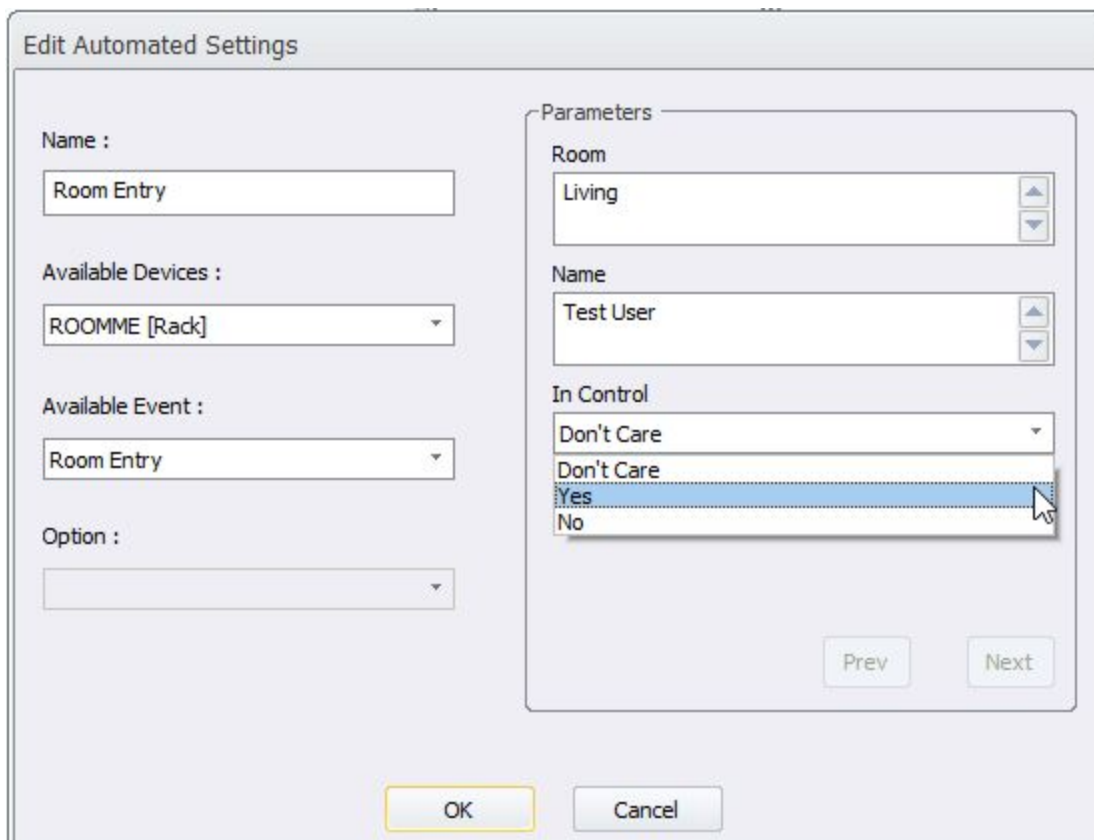
In Control  
Don't Care

Prev Next

OK Cancel

## Room Entry

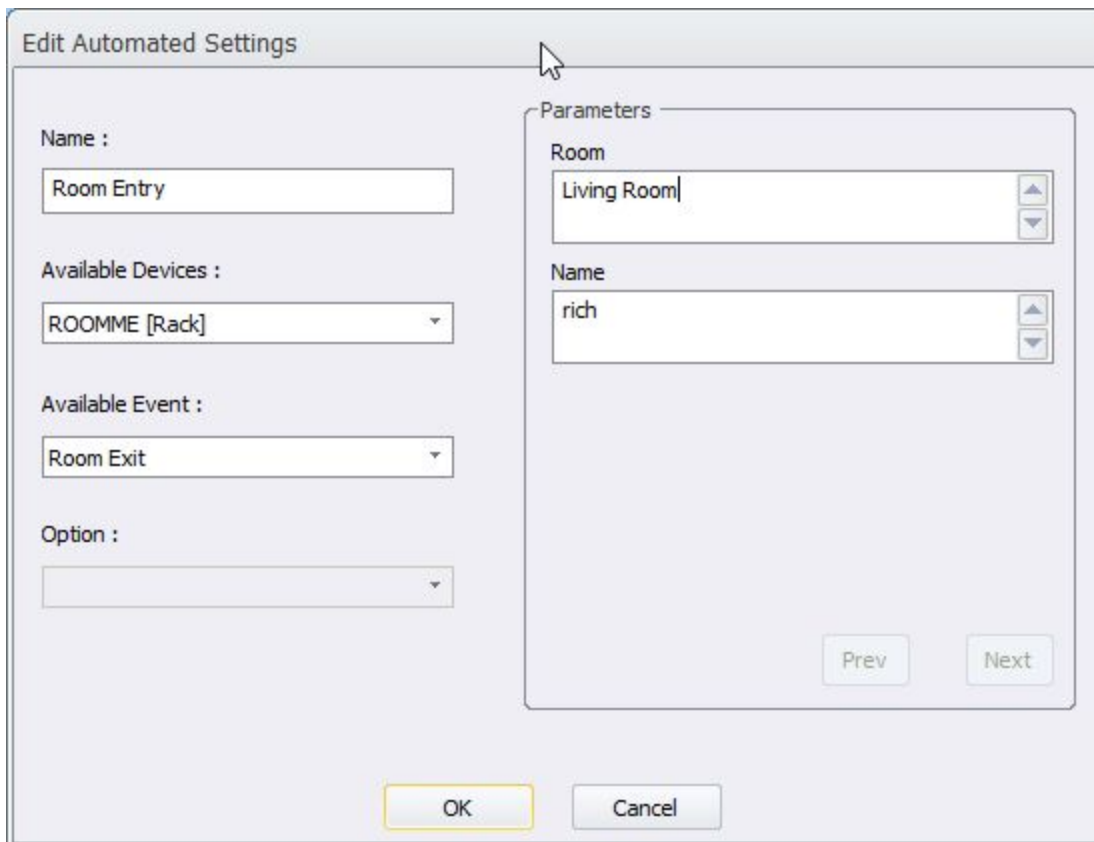
The room entry event will trigger whenever the user listed in the Name field enters the range of sensor in the room specified in the Room field.



There is also an In Control setting you can choose. If you choose Don't Care the event will trigger whenever the user enters the room. Alternatively, if you only want the event to trigger when the user is in charge of the room, then you can set this field to Yes. Lastly, if you choose No, the event will trigger only when the user enters the room, but is not in charge. The option to set who is in charge is done in the app.

## Room Exit

The Room Exit event will trigger whenever the user specified in Name, leaves the room specified in Room.



**Edit Automated Settings**

Name :  
Room Entry

Available Devices :  
ROOMME [Rack]

Available Event :  
Room Exit

Option :

**Parameters**

Room  
Living Room

Name  
rich

Prev Next

OK Cancel

## Room Empty

The Room empty event will trigger when everyone has left the room specified in Room.

Edit Automated Settings

Name :

Room Entry

Available Devices :

ROOMME [Rack]

Available Event :

Room Empty

Option :

Parameters

Room

Living

Prev
Next

OK

Cancel

## Low Battery

The Low Battery event will trigger when the sensor in the room specified in Room, enters its low battery state.

**Edit Automated Settings**

Name :  
Room Entry

Available Devices :  
ROOMME [Rack]

Available Event :  
Low Battery

Option :

Parameters

Room  
Living

Prev Next

OK Cancel

## Power Up

The Power Up event will trigger when the sensor in the room specified in Room, enters powers up for off.

Edit Automated Settings

Name :

Room Entry

Available Devices :

ROOMME [Rack]

Available Event :

Power Up

Option :

Parameters

Room

Living

Prev

Next

OK

Cancel



## Log Files

If you want to check on what the driver is doing or if you are having problems then you will need to turn on the logging facility. To enable logging you need to add

DEBUG=ON

To your system parameters. Once you have done that and restarted your project logs will be written to the process in the /data/UrcDebugging/LOG/RoomMe/<NUM>. The <NUM> is a number that is generated internally to URC and will be different on each processor. The number itself isn't important but if you modify your project and add more Two-Way modules this number might change so be sure to check the dates of the logs to make sure you are checking the correct ones.

You can see an example of the log location below.

