

Installing and Configuring the Voice UPB Bridge 3 updated 1-Decmeber-2019

Before starting these instructions, you should already have your Voice assistant - Alexa or Google Assistant - installed and working.

Steps 1 to 7 below are the same if you are using the Google Assistant or Amazon Alexa, Steps 8 and 9 are different for these two voice assistants.

Alexa

Alexa is available on several different platforms: Amazon Echo, Eco Dot, Fire-TV remote with voice control, and by the time you read this probably many more besides. Amazon seems to roll out new stuff about twice a week!

Google Assistant

The Google Assistant is available as part of the Google Home product. It is also available natively with the Pixel Android phone.

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Step 1: Unpacking and powering on

Unpack the bridge and USB PIM. Plug the USB PIM into a wall outlet if possible. You can use a power strip if you have no other option but only if it doesn't have a surge suppressor. Connect the cable that was in the PulseWorx box along with the PIM into the PIM and plug the other end into any of the USB Ports on the Bridge.

Note: The Bridge is a Windows computer. Packed in the box is some extra gear – including a remote control - that comes with the computer model we use for this. None of it has use with the Voice UPB Bridge, but we left it in the box in case you someday decide you no longer want a voice assistant and want to repurpose the hardware.

Plug the included network cable into the Bridge and the other end into your router or network hub. If your only option is to use a wireless connection follow the wireless setup instructions linked to below, but for initial setup it will be much simpler to use a wired connection.

www.VoiceUPBBridge.com/docs/BridgeWirelessSetup.pdf

Plug the Bridge power adapter into a wall outlet or power strip and the other end into the Bridge power port – on the back left-side. The Bridge should automatically power on and a blue light appear on the front panel. Wait a full 5 minutes before trying to connect to the Bridge with the configuration software.

Powering the Bridge down

If you want to power down the Bridge to move it or to change where it is plugged in, press the power button located on the front and showing blue, and hold for about 15 seconds until the blue turns to red and then release. At that point you can <u>quickly</u> disconnect the power before it starts up again. If the light goes from red to blue again quickly, just unplug as quickly as you can. When you plug it back in, the bridge restarts.

Step 2: Download and install Bridge software

Download and install the Bridge software using this link:

www.VoiceUPBBridge.com/docs/VoiceUPBBridgeSetup.zip

Install on any post-XP version of Windows. If you don't have access to a Windows computer, you can install on a Mac using emulation software called Wine using the instructions linked to below.

www.VoiceUPBBridge.com/docs/BridgeSoftwareWithWine.pdf

Step 3: Finding the Bridge

Start the Bridge software and a popup displays that notes you have not connected to the Bridge previously and asks if it should attempt to find it.



You should attempt the finds operation. The Bridge must be powered on for several minutes before it is working and capable of being found by the Bridge software. If the find operation is successful, then the IP address of the Bridge displays.

Note: You may get popups from the Windows firewall about allowing the Bridge software to access your network. This is expected and you <u>must</u> allow it.



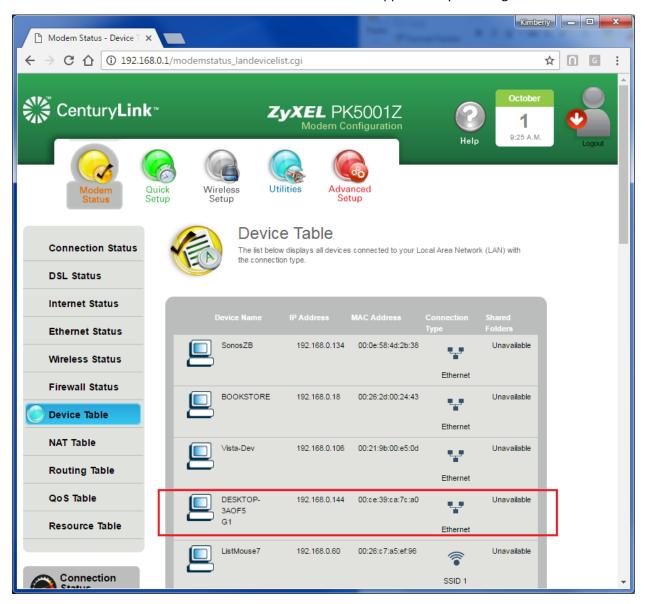
If the address is found, close the dialog with I Understand and proceed to step 4.

What to do if the Bridge isn't found

If a message says that the Bridge is not found, first check that the Bridge is powered on — there is a blue light on the front that should be on — and that it is connected to your network using the network cable. The computer and the Bridge must be on the same network subnet. They probably are if the computer is also using a wired connection to the network. If the computer uses a wireless connection, then it should work if the wireless access point is the router itself or it is connected to your router. If you don't know what much of that means, then get some help from a friend who understand these things.

On some networks with extra security the technique that the *Find* operation uses doesn't work, but you can still locate the Bridge IP address by using the router's browser interface - almost all have one. Use whatever technique you have – your knowledge from having done this before, a web search, or a friend's help - to connect to your router and look in its device table. Every router manufacturer and model has a different interface so there aren't any step-by-step instructions on how to do this.

The Bridge should be easy to spot. If the device table shows names, its name begins with DESKTOP. If the device table shows MAC addresses, and if you have connected the Bridge using a cable, the MAC address will be the same as shown on the information card shipped with your Bridge.



Another method to find the Bridge

If the router device table doesn't show the Bridge, again double check all the connections and power as the Bridge really should be listed in the router's device table. But if it isn't then there is one final way to find the Bridge rather than giving up.

You can plug into the Bridge a video monitor (VGA or HDMI), mouse and keyboard (available USB ports for this) and you will then have direct access to the Windows environment. Be very careful not to make any changes other than to open a CMD prompt and type "ipconfig" (without the quotes) like this:

```
Command Prompt
                                                               ×
C:\Users\Bridge>ipconfig
Windows IP Configuration
Wireless LAN adapter Wi-Fi:
  Media State . . . . . . . . . . . . Media disconnected
  Connection-specific DNS Suffix .:
Wireless LAN adapter Local Area Connection* 2:
  Media State . . . . . . . . . . . . Media disconnected
  Connection-specific DNS Suffix .:
Ethernet adapter Ethernet:
  Connection-specific DNS Suffix . : PK5001Z
  Link-local IPv6 Address . . . . : fe80::196f:502b:a1ef:569b%5
  IPv4 Address. . . . . . . . . : 192.168.0.144
  Default Gateway . . . . . . . : 192.168.0.1
```

The IP address of the Bridge is shown. If you used this technique, write down the IP address as you will need it in the next step.

Step 4: Making the Bridge connection

Click on the *Settings* button in the Bridge software. If the IP address of the Bridge was found in the previous step, then that address is already filled in. If you had to find the IP address using other means, enter the IP address. The port must be set to 2016.

Press the *Get Bridge Skill Info* button to test actual communication with the Bridge. A popup will ask for the Bridge password. This is printed on the Bridge Information card shipped with the Bridge hardware. The password is case sensitive. Enter it and tick the *Save for next time* box so you will no longer have to enter the Bridge password each time. Close the popup with OK.

You should receive no errors at this point, but if you do then check that the Bridge is powered on and all network cables are connected. The *Get Bridge Skill Info* popup shows info that will be used later and you need not write it down. <u>Don't try any of the other tools on the *Settings* dialog as the Bridge is not ready for those yet.</u>

Step 5: Loading your UPB network

Now that you have a connection to the Bridge you must tell it about your UPB devices and scenes and which you want to control. There are two ways to do this, if you have a UPB file and if you don't.

Using a UPB file

The UPB File contains information about all the devices and scenes in your home and is created by the UPB configuration program called UPStart or PulseWorx-EZ. The whole setup process will be much simpler if you have this file. If you don't have it, ask the individual or company that installed your UPB devices as they may be able to supply it.

Press the *Open UPB file* button and browse to the UPB file to open it. The Bridge software lists all the devices in your home that can be controlled on and off. If you have other devices – input modules, timed event controllers, they will not be listed. The voice control name for reach device is initially set as the room name followed by the device name with characters not valid in voice control names removed. These names can be changed in the next step.

Note: If you have entered a name for the device on the *Remote Access* (UPStart) or *Icon* (PulseWorx-EZ) tab, those names are saved in the UPB file, then that name is used for the initial voice control name.

Press the Show Scenes button to show any scenes you have. UPB switches and keypads can act as controllers to activate and deactivate scenes. The scene list is organized by controller – the device where you tap a rocker or push a button – and component – which rocker or which button. If the controller is a PulseWorx or HAI keypad, and if button engraving info was entered when the keypad was configured in UPStart or PulseWorx-EZ, then that text is used to identify the button. The initial voice control name is the name of the scene as used in UPStart or PulseWorx-EZ.

Working without a UPB file

If you don't have or can't get a UPB file, then the Bridge can scan for all your devices. Press the *Find my UPB devices* button and, after closing any information popups, follow the instructions in the *Find* dialog.

Your first step is to place a <u>single</u> device into setup mode. It makes no difference which one. Most UPB switches can be placed into setup mode by clicking the switch paddle 5 times quickly. UPB modules have a button that can be pressed 5 times. See the UPB device documentation from the manufacturer for more info.

Once a <u>single</u> device is in setup mode press the *Start* button to proceed. Depending upon how many devices you have the whole process many take some time. An example network took about 15 minutes to read 40 devices.

As each device is read, if the device is capable of being controlled on or off, then it is added to the device list.

When the *Find* operation completes, exit the *Find* dialog with the close button.

There are two difficulties when working without a UPB file. The first is that any engraving info for keypad buttons isn't available so buttons are listed as "A", "B", "C", etc. The second problem is that the scene names are also not available, so it may take some work to try and figure out what you want to control. The next step has additional information on this.

A note on repeaters: If during the scan of your devices a repeater is located then the find operation may appear to restart, but it is using the repeater to locate additional devices. Devices already loaded are not loaded again.

Step 6: Selecting devices and scenes

Before we start the instructions for this step, here are the rules for voice control names – the name you say to your voice assistant that identifies what you want to control.

- 1. Every name for a device or scene must be unique. No two names can be the same.
- 2. Names must include only letters, numbers, and blanks.
- 3. Some words must not be used as part of the name. There is no comprehensive list of these words, but the Bridge software has a suggested list and points out if you use one. Some examples are names that contain "on", "off", "dim", "music" and others.

You may have many devices in your home that <u>potentially</u> can be controlled by your voice assistant. You probably don't want all of them to be controlled that way. One reason is that it can be hard to come up with good names to refer to each of them. Voice control names should be short, easy to remember, and different enough from one another so your assistant doesn't become confused between one device and another. Another reason is you just probably don't need to control them all by voice.

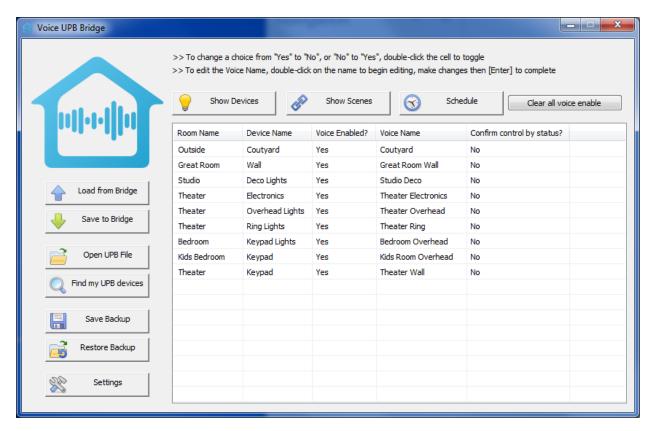
You can enable or disable a device from voice control by double-clicking on the *Yes* or *No* text in the column for the device. A double-click toggles between enabling and disabling voice control for that device.

The voice control name can be changed by double-clicking on the name to begin an edit. Then edit the name to what you want and press the Enter key to complete the edit.

The final column, *confirm control by status?*, is described in the final section of this user guide. For now, just leave it set to "No".

However, you may not want to control many devices directly. If you are used to controlling devices by pressing keypad buttons to change scenes, then you should concentrate on controlling scenes and not devices.

Tip: Start out with only a few voice names for devices and/or scenes. You can always add more later. If you start with too many and you are not quite sure of the names it can get frustrating when the voice assistant doesn't recognize them all.



In the Bridge software press the *Show Scenes* button. As described in the previous step the list is organized by the controller of the scene. In the same way as devices you can double-click on the *Yes* or *No* to enable or disable Alexa support, and double-click on the Alexa name to change.

Note: It is not uncommon for more than one controller in your home to activate the same scene. For example, a button on a keypad in one room and a button on a keypad in another room may activate the same scene. When you enable or disable such a scene or edit its name you will see it becomes enabled or disabled for all controllers of that scene.

Tip: You can drag the Windows bigger to see more devices if you have many.

How UPStart and the Bridge cooperate

When you load a UPB file into the Bridge configuration program, the "Label / Name" on the "Remote Access" tab in UPStart carries into the Bridge configuration. Also, the "show" checkbox also carries into the bridge configuration, and if it is ticked then the configuration program shows as voice enabled. If the "show" box in UPStart is <u>not</u> ticked it will <u>not</u> show as voice enabled.

This is from UPStart on the "Remote Access" tab of a device properties:



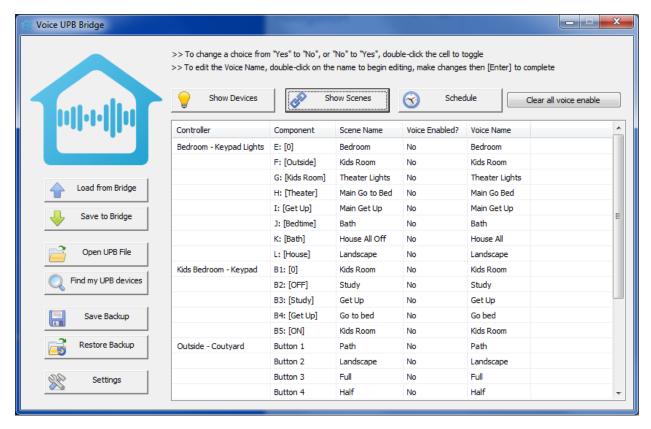
After you load a UPB file and save it to the bridge then any device marked as "Not enabled" is not saved to the bridge. If you then exit the configuration program and then restart it, you will see that only devices that were marked "enabled" are there after the first save after loading a UPB file.

When you make changes after the initial load/save from a UPB file the action is a bit different.

Let's suppose you have completed the initial configuration and things are working. Later you want to make a change to a voice name or to disable something. Run the configuration program again and it reloads what is in the bridge into the user interface. No need to go back to the UPB file. If you now disable a device and save to the bridge, exit, and restart as before, the disabled device doesn't get deleted in this case.

The idea is that you would load the UPB file once and then use the configuration program to "tweak" the settings for names and what is / isn't enabled.

Tip: If you are not sure if you want something enabled or not after loading a UPB file, make sure you don't disable those devices before the first save. Leave them enabled, save to the bridge, then start disabling devices you don't want to voice control. That way you can re-enable them without going back to the UPB file. Also, note that this is all about devices: Scenes are always saved in the bridge and don't have this "getting lost" behavior



When making decisions about scenes, think about the scene controllers in your home. When you want to "set the scene" what keypad button do you press? What switch rocker do you tap? And do you want

to be able to perform those actions using Alexa? If so, then go to the scene list and find the controller and the button you press or rocker you tap and enable that.

In general, think carefully about what devices and scenes to enable. When just starting out don't choose too many. You can always change names and enable / disable later.

On the Settings dialog is a *Make a list of control names* button. This creates a text file you can print showing all the voice control names. This way you can help yourself and family members know what words to use when talking to your assistant.

Step 7: Saving to the Bridge

When you have selected the devices and scenes to be controlled, press the *Save to Bridge* button. As part of this, the Bridge software checks that all the names are valid and you have no duplicates. If there are problems, popup messages explain and point out problem names.

Once all problems are resolved, then all your devices and scenes, their names, and whether enabled or not, are saved to the Bridge.

The final two steps are different depending if you are using Amazon Alexa or the Google Assistant.

[Alexa] Step 8: Adding the Bridge Skill to Alexa

The next step needs the Alexa application installed on a mobile device. You probably already have done that when you first installed your Alexa enabled device – Echo, Echo Dot, etc.

Note: Amazon updates the Alexa app frequently and images here may not look exactly like what you may see. But the general techniques shown here should remain the same.

Also Note: The pictures and directions here are from the Amazon app running on a tablet. From a phone, the concepts are the same but what you see, and the actions taken may be somewhat different.

In the Alexa app home page, tap on the "Devices" logo at the bottom of the home page – the icon all the way at the right. This opens a page that has a link that reads "YOUR SMART HOME SKILLS" near the bottom of the screen.

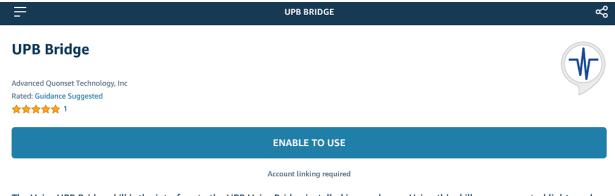


If you have devices managed by other skills, this page shows them. Just scroll down to find the "Your Smart Home Skills" link. Tap on that link.

On the new page that opens, there will be a button labeled "Enable Smart Home Skills". Again, if your account already has other Smart Home skills enabled, they are listed. Just scroll down to the "Enable Smart Home Skills" button. Tap on that button.

On this page are all the available Smart Home skills, but there will be so many listed that using the Search button – the "Search" icon at the upper right - is the best way to find the Bridge skill. Search for "UPB Bridge" and then tap on that result.

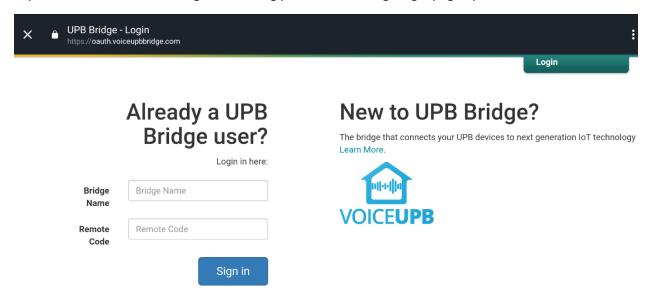
The UPB Bridge skill page provides some info and has an "Enable To Use" button.



The Voice UPB Bridge skill is the interface to the UPB Voice Bridge installed in your home. Using this skill, you can control lights and appliances as well as activate and deactivate lighting scenes.

The UPB Voice Bridge allows access to all UPB gear available from any of the licensed manufacturers of UPB. This includes PulseWorx, Simply Automated, and Web Mountain Technologies....

Tap the "Enable" button to begin the linking process. The Bridge login page opens.



The Bridge Name and Remote Code for your Bridge is printed on the information card included with the Bridge hardware. The Bridge name and code are case insensitive, so it doesn't matter if you enter it in the same case as shown on the info card.

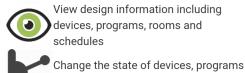
Press "Sign in" to continue and a new page displays.

UPB Bridge User: Kh825 Amazon Alexa Skill UPB is

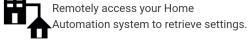
requesting access to your account.

Do you approve?

By signing in and allowing access to your account, Amazon Alexa Skill UPB will have access to the following services and information.

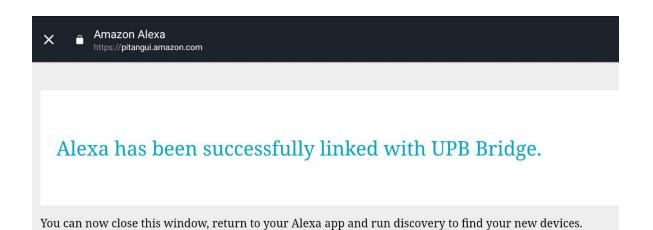






Allow Deny

Press *Allow* to let the bridge control your devices. Once done the "Success" page appears. There will be some method to close the page and get back into Alexa.

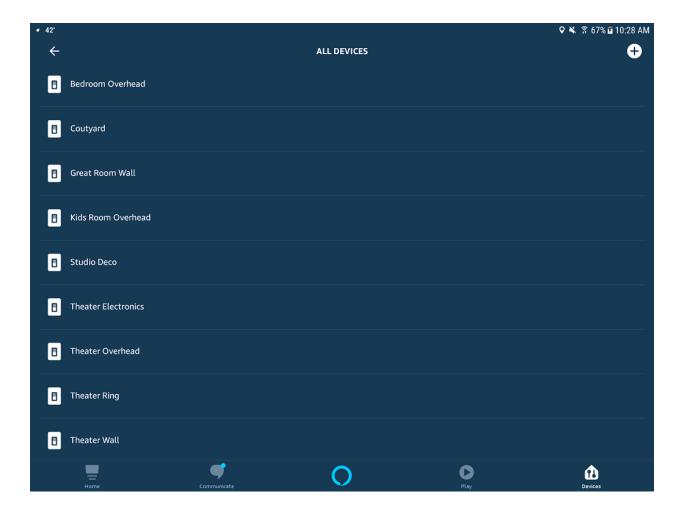


Once done, Alexa offers to start discovering your devices which you should do.

Click on "Discover" and Alexa contacts your Bridge and locates all your devices and scenes with voice names assigned.



Alexa then does the "devices one at a time" which you don't really need to do. Just tap on the "Devices" icon at the bottom on the screen and you will be ready to go.



[Alexa] Step 9: Discovery and control

What can you say to Alexa? These phrases are used for controlling devices and scenes:

- Alexa, turn on the kitchen light
- Alexa, turn off the kitchen light
- Alexa, brighten the kitchen light
- Alexa, dim the kitchen light
- Alexa, set the kitchen light to 50%

You can turn scenes on (activate) or turn them off (deactivate) by:

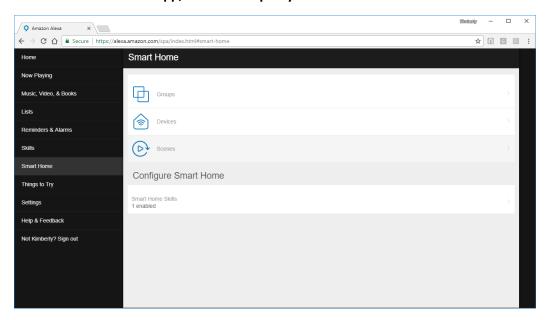
- Alexa, turn on movies
- Alexa, turn off movies

To help all family members get used to using Alexa, you can capture a list of the devices and scenes that you have enabled and their Alexa names. Press the *Settings* button in the Bridge software and in the Settings dialog there is a *Make a list of Control Names* button that saves a text file you can print.

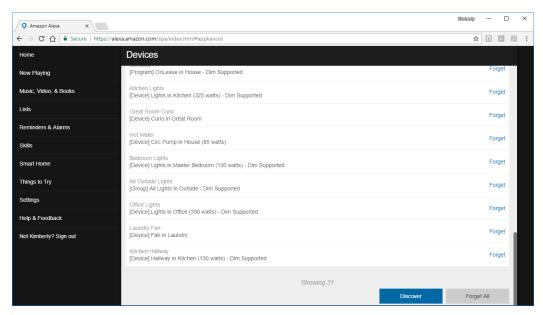
You don't need to leave the Bridge software running and can close it at any time. If you decide later that you want to change the voice name for a device or scene, or enable or disable a device or scene, just start the Bridge configuration software again. It automatically connects and reloads all the saved information. After that you can make changes and save those changes back to the Bridge.

A few more Alexa Tips:

You can also get to all your Alexa configuration from a browser by going to "Alexa.Amazon.com" and it asks you to log into your Amazon account. For some of us, It can be much easier to work from a Browser than from the app, but that is up to you.



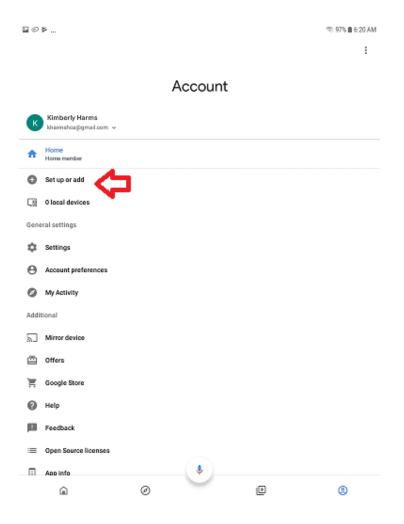
If you click on "Devices", then you can see all your devices and scenes. If you scroll all the way to the bottom there is a "Forget All" button that can be very useful if you have made many changes to your voice names and want to just start fresh.



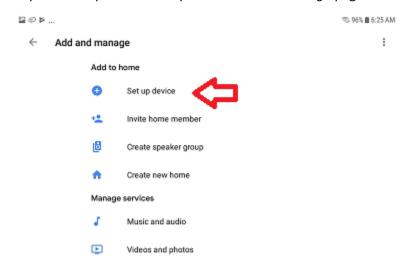
[Google Assistant] Step 8: Adding the Bridge Action to the Google Assistant

The pictures and directions here are from the Google Home app running on a tablet. From a phone the concepts are the same but what you see, and the actions taken, may be somewhat different. And since the Google App seems to change on a week-to-week basis, what you see may look a bit different.

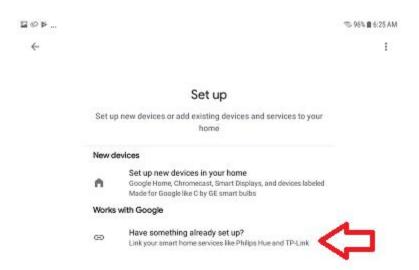
To begin, start the Google Home application on your mobile device and tap the account icon at the bottom right to open the *Account* page.



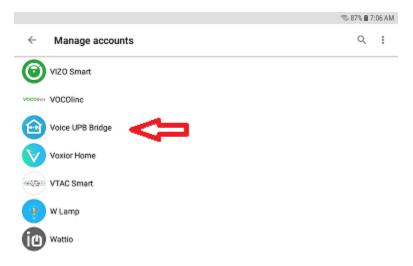
Tap on "Set up or Add" to open the Add and Manage page.



Tap on "Set up device" to open the Set up page.



Tap on "Works with Google" to open the list of available products. Scroll down until you find "Voice UPB Bridge" and tap on that to start the linking process.



The linking process uses the Bridge Name and Remote Code. These are on the info card you received in the box along with the Bridge hardware. Enter those in the form and then tap "Sign in".

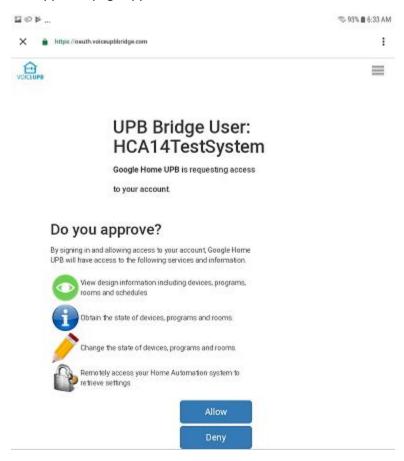


Already a UPB Bridge user? Login in here:

Bridge Name

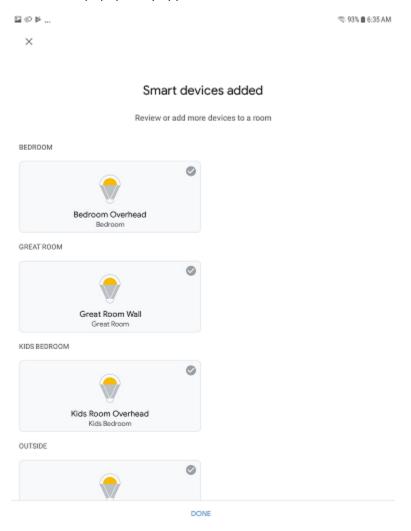
Remote Code

The approval page appears:



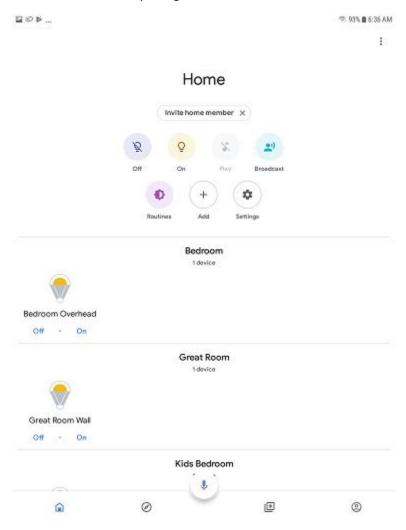
Tap the "Allow" button. A popup appears that says "Linking your Voice UPB Bridge account"

A few other popups may appear and then the "Smart devices added" page appears.



Tap on "Done" and the process is complete.

When you return to the Assistant home page, your devices and scenes are listed, and you can control them from there or by using voice with the Assistant.



Starting Over for Google Assistant

If you want to start over, you can unlink the Voice UPB Bridge and that removes all devices and scenes. Then you can begin the add process again. The steps are very similar to those given above:

- 1. Start the Assistant app
- 2. Tap on the Account icon at the bottom of the home page
- 3. Tap on "Set up or add"
- 4. Tap on "Set up device"
- 5. Tap on "Works with Google"

The Voice UPB Bridge will now appear at the start of the list as a "linked service". Tap on it to start the unlinking process.

Unlink Voice UPB Bridge?

Are you sure you want to unlink this account? This will also unlink 9 associated devices from Google Assistant.

CANCEL UNLINK

Click on "Unlink" and all the Smart Device are removed. You can then re-add the UPB Voice Bridge action and devices and scenes are then rediscovered.

Once you have it all setup, you can control devices and scenes like this:

- OK Google, Turn On <device name>
- OK Google, Turn Off <device name>
- OK Google, Dim the <device name>
- OK Google, Brighten the <device name>
- OK Google, Set <device name> to 50 percent
- OK Google, Dim <device name> by 20 percent
- OK Google, Brighten <device name> by 20 percent

An important fact about Google-Assistant you should know

With rooms, Google-Home can perform operations to control all devices in a room on or off with a single voice command. The problem is that their language processor often gets it wrong. In the example list of devices above there are three devices that start with "Theater". Even though they are not assigned into rooms, Google-Home assumes them all to be in a room called "Theater" so when you say "Turn off Theater Lights" it will turn off not only "Theater Lights" but also "Theater Overhead Lights" and "Theater Ring Lights". It doesn't – but should – match what you say to the list of devices and if an exact match is found use that rather than performing a room operation.

The workaround is to keep the names you use as separate as possible and avoid using the word "Lights".

[Google Assistant] Step 9: Device and Scene Control

What can you say to the Google Assistant? These phrases are used for controlling devices and scenes:

- OK Google, Turn On <device name>
- OK Google, Turn Off <device name>
- OK Google, Dim the <device name>
- OK Google, Brighten the <device name>

- OK Google, Set <device name> to 50 percent
- OK Google, Dim <device name> by 20 percent
- OK Google, Brighten <device name> by 20 percent

You can turn scenes on (activate) or turn them off (deactivate) by:

- Ok Google, turn on movies
- Ok Google, turn off movies

To help all family members get used to using Google-Home, you can capture a list of the devices and scenes that you have enabled and their voice control names. Press the *Settings* button in the Bridge software and in the Settings dialog there is a *Make a list of Control Names* button that saves a text file you can print.

You don't need to leave the Bridge configuration software running and can close it at any time. If you decide later that you want to change the voice name for a device or scene, or enable or disable a device or scene, just start the Bridge configuration software again. It automatically connects and reloads all the saved information. After that you can make changes and save those changes back to the Bridge.

Additional Bridge Capabilities

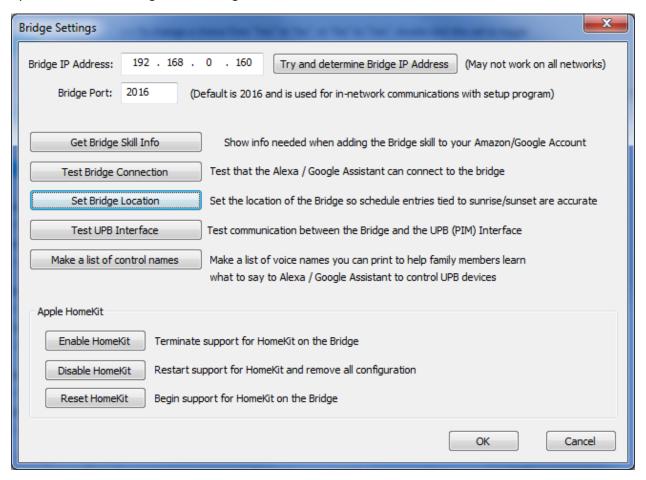
There are some additional features of the Bridge in addition to operating as an interface from a voice assistant to your UPB network. This section describes these features.

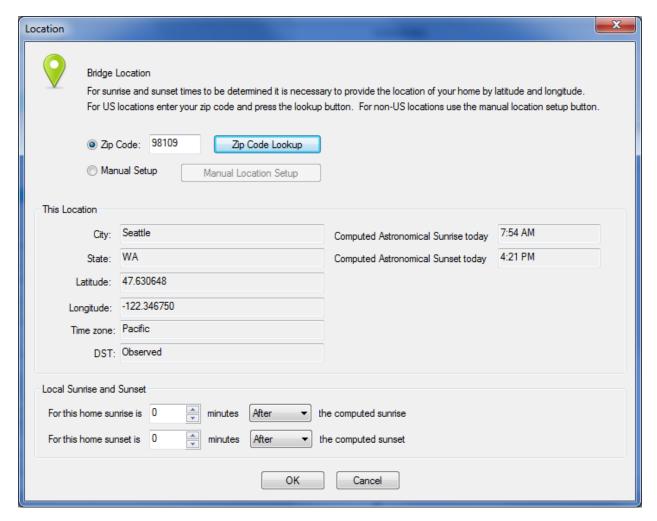
Scheduler

The UPB Bridge contains an autonomous scheduler where devices and scenes can be controlled based upon a schedule you create. Any device and any scene present in the UPB installation can be controlled by the scheduler regardless of its availability for voice control.

Setting your location for sunrise and sunset determination

Before starting with the scheduler, the first step is to set the location of the Bridge installation. This is done from the Bridge Configuration program *Settings* dialog. Press the *Set Bridge Location* button to open the location configuration dialog.





Enter your zip code and press the Zip Code Lookup button to set your location.

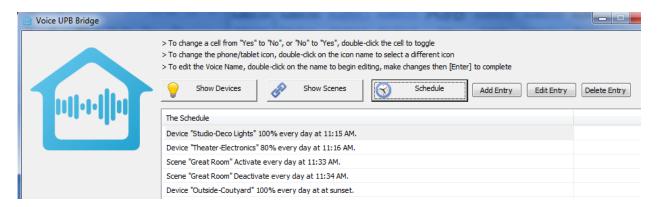
If your zip code isn't found, it is still possible to configure your location. Select *Manual Setup* and press the *Manual Location Setup* button. On that dialog, enter information about your location latitude and longitude (entered in decimal degrees), your time zone, and daylight-saving time start and stop dates.

Once your location has been identified to your Bridge, it can then accurately compute sunrise and sunset time based upon mathematic formulas. You can adjust those computed times to better match your location by using the *Local Sunrise and Sunset* settings.

For example, if your house is on a hill then your actual sunrise will be earlier than computed and sunset will be later. Also, if you are blocked in the west by another building or trees then your actual sunset will be earlier than computed. Initially, these values are zero which puts sunrise and sunset based solely on the computed results.

Creating a schedule

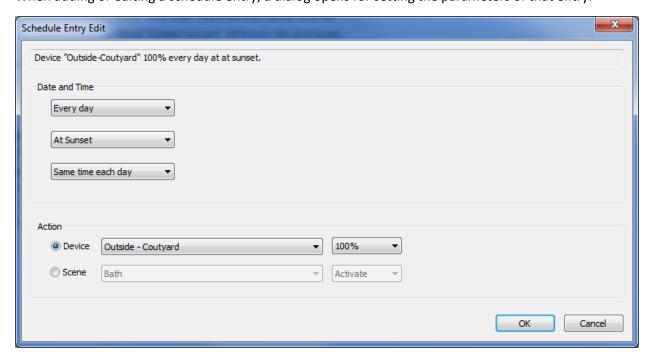
The next step is to create the schedule to use. Press the *Schedule* button in the main configuration display.



The list, instead of showing devices or scenes, now shows the schedule and three additional buttons to the right of the "Schedule" button appear. These three actions are:

- Add Entry
 Adds a new schedule entry
- Edit Entry
 Modify the selected schedule entry. You can also double-click on an entry to edit it.
- Delete Entry
 Deletes the selected schedule entry.

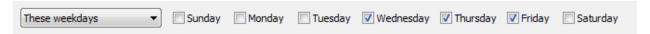
When adding or editing a schedule entry, a dialog opens for setting the parameters of that entry.



The entry edit dialog contains two sections answering the questions "When does it happen?" and "What happens at that time?". The first section is for "when does it happen" and has these options:

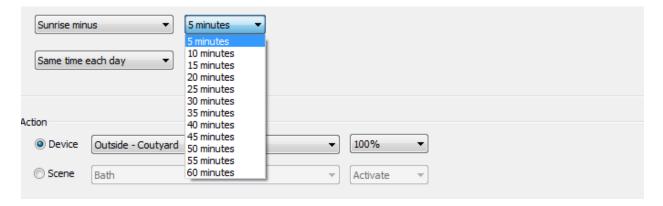
- Date
 - o Every day
 - Monday to Friday
 - Saturday and Sunday
 - Specific weekdays
 - A date given by month-day
- Time
 - o A fixed time like 6 PM, or 9:20 AM
 - o Sunset plus 5, 10, 15, ... minutes
 - At Sunset
 - O Sunset minus 5, 10, 15, ... minutes
 - o Sunrise plus 5, 10, 15, ... minutes
 - o At Sunrise
 - O Sunrise minus 5, 10, 15, ... minutes

If the *Specific weekdays* option is selected, you can then enable or disable that weekday by ticking or unticking the box for each day.



If a specific time or date option is selected, the standard Windows methods of entering a time or date are used.

For specification of a time before or after sunrise or sunset, a dropdown provides the number of minutes before or after.



The final section of this part of the dialog is the *vary* option. The schedule entry can be configured to happen at a set time each day, or once the time is determined, it can be varied from that time by 5 to 60 minutes. This is an option usually used for security lighting.

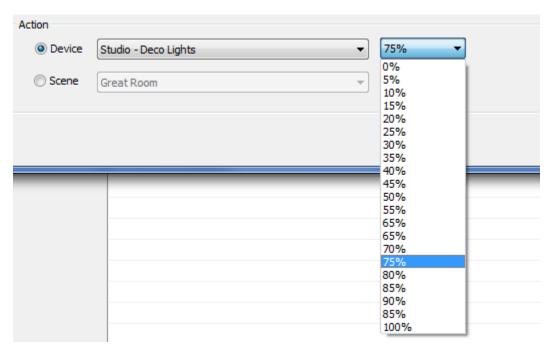
As you make changes to the schedule entry options, the display at the top of the dialog shows the entry in a text format:

Device "Outside-Coutyard" 100% Wednesdays, Thursdays, Fridays at sunrise minus 5 minutes.

The lower section of the dialog specifies what action happens at the configured time. There are two possibilities.

Controlled a device to a specified level

Select a device and the level.



Note: The way that the Bridge works, if the device would transmit upon being locally controlled – the rocker is configured using UPStart to transmit a scene when tapped – then the device is controlled plus the configured scene is also transmitted. This is crucial to keep any keypad indicators consistent with the state of this device.

Activate or deactivate a scene

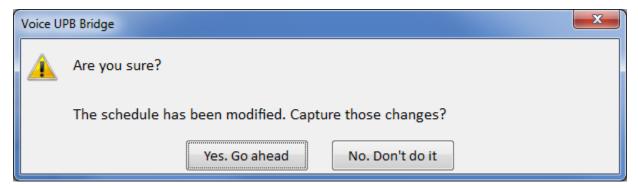
Select a scene and an action.



Once all the settings for the schedule entry have been made, close the dialog with *OK* to update the schedule.

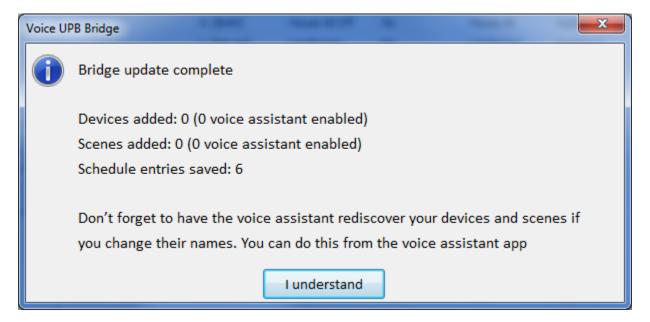
Saving the schedule

Once all the modifications have been made to the schedule, if you then press the *Devices* button, the *Scenes* button, or attempt to save your work to the bridge, a confirmation dialog shows:



This gives you a chance to save or abandon any changes you have made to the schedule.

When the *Save to Bridge* button is pressed, the schedule is saved along with any configuration for voice control.



Backup and Restore

If you want, you can create a local backup of all the voice names and settings for devices and scenes. This should only be necessary if replacing the Bridge hardware. To create a backup from the configuration software, press the *Save Backup* button. To restore from a backup, press the *Restore Backup* button.

Apple HomeKit Support

If when ordering the Bridge if you opted for the installation of Apple HomeKit support, then the configuration software can now enable, disable, and restart the Apple HomeKit connector. Note that there are limitations in the Apple support since it is handled through software rather than hardware and so all UPB devices and scenes appear as "Uncertified Devices".

Verify UPB Interface Operation

To check to see that the UPB USB PIM is connected to the Bridge and functioning, open the configuration software, press the Settings button and then on that popup press the *Test UPB Interface* button. This can be useful for remote installations.

Control confirmation

There is an optional setting for each device that is voice enabled. This is specified on the main setup window.

Room Name	Device Name	Voice Enabled?	Voice Name	Confirm control by status?
Outside	Coutyard	Yes	Coutyard	Yes
Great Room	Wall	Yes	Great Room Wall	No
Studio	Deco Lights	Yes	Studio Deco	No
Theater	Electronics	Yes	Theater Electronics	No
Theater	Overhead Lights	Yes	Theater Overhead	No
Theater	Ring Lights	Yes	Theater Ring	No
Bedroom	Keypad Lights	Yes	Bedroom Overhead	No
Kids Bedroom	Keypad	Yes	Kids Room Overhead	No
Theater	Keypad	Yes	Theater Wall	No

If the *Confirm control by status?* column is marked as "yes" for a device then the Bridge follows the control of the device with a status request and verifies that the device has responded as directed. If not, it retries the command up to 3 times verifying by status each time. This option is <u>not</u> available when controlling a scene.

##end##