frogblue™

SMART BUILDING
TECHNOLOGY
GERMANY

User Manual

frogControl App Version 1.4.4

frogblue AG
Luxemburger Straße 6
67657 Kaiserslautern, Germany
Tel. + 49-631-520829-120
info@frogblue.com

frogblue TECHNOLOGY GmbH
Luxemburger Straße 6
67657 Kaiserslautern, Germany
Tel. +49-631-520829-0
info@frogblue-tec.com

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1 About this manual

This manual describes how to use the **frogControl** app for simple control of intelligent smart home applications. You will learn:

- ✓ how to import a project created using the **frogProject** app,
- ✓ how to control the lighting, roller shutters, or ventilators,
- ✓ how to configure frogDisplay.

Note

How you can plan, configure, and control a frogblue system using the **frogProject** app is described in the → *frogProject User Manual.*

1.1 Who is the manual for?

This manual is intended for users and anyone who wishes to plan, configure, and manage smart home applications.

1.2 Typographical conventions

The following typographical conventions are used in this manual:

Example	Meaning
`Command`	A command or code is shown in `Courier`.
Screen text	Text that is visible in the user interface is marked in **bold**.
Reference	References are marked in *italics*.

1.3 Abbreviations

Abbreviation	Meaning
Bluetooth LE	Bluetooth Low Energy
KNX	Fieldbus for building automation
LED	Light Emitting Diodes
SIP	Session Initiation Protocol
VPN	Virtual Private Network
WLAN	Wireless Local Area Network

2 frogblue – introduction and overview

Decentralized Bluetooth® network with automatic configuration

frogblue devices are connected to the mains and use wireless Bluetooth® technology to transmit switching commands and data. You therefore do not require any special cables, IT infrastructure or Internet. Communication with smartphones and tablets takes place directly via Bluetooth® without additional devices. frogblue guarantees the highest possible data security based on double encryption of the data, because in addition to the Bluetooth® encryption the frogblue data is also coded a second time (128-bit rollover).

The frogblue system is fail-safe, as the decentralized intelligence means a central unit for function control and communication is not necessary. If two units are outside the Bluetooth® range, any frogblue devices in between will forward messages. For users and installers, this happens automatically and without programming. The switching commands and data information automatically find their way through the frogblue network.

If the frogblue devices are to be controlled remotely via the smartphone app, this takes place via a secured VPN connection and the Internet to a frogblue Display unit in the house (with a WLAN connection). The double encryption and the VPN connection and frogblue messages guarantee a very high level of data security.

Configuration via naming of messages

The connection between switching inputs and switching outputs (for example between a photoelectric proximity switch and a lamp) is made by naming messages assigned to the inputs or outputs in the **frogProject** app. If the message for the switching input as well as for the switching output has the same name (for example “Kitchen light”), this establishes the connection between the two devices and their inputs or outputs. If another output with the same name (here “Kitchen light”) is on an additional device, both outputs will be virtually connected to each other and will switch synchronously.

The same applies to other inputs with the same name, so that multi-way switching is easy to realize with multiple light sensors. Switching inputs and outputs can be allocated as desired. The linking and message transmission to the switch take place automatically without further configuration.

Typing and space-based switching operations

The effort required for configuration is minimized by categorizing the inputs and outputs according to type and by configuring the devices room by room. To do this, the individual frogblue devices are allocated to a room (for example “Living room"), and their inputs and outputs are typed, which means an output may be marked as a light or roller shutter control or an input may be marked as a light sensor. These devices are then automatically linked by way of the “light on in the living room” type switching command without any further configuration and without assigning names to the inputs and outputs. It does not matter how many devices or inputs and outputs there are in a room.

Such a typing switching command “light on in living room” can be put on any switching input of frogblue devices to switch on the light in that room or start the shadowing from another location, without knowing the number of devices and switching outputs in that room.

Parameterization of switching signals

All switching outputs can be parameterized individually and very specifically So, amongst other things, the duty cycle, soft starts, dimming characteristics, delayed switching on and off and much more can be configured. The switching inputs can also be parameterized so that a different duty cycle or brightness of the lamp can be realized depending on the switch, for example a different switch-on duration or brightness of the lamp can be implemented depending on the switch.

Overlay of switching signals

Inputs and outputs can have multiple names and thus trigger different switching operations or actions simultaneously. A light switch can switch on the living room and dining room lights simultaneously, for instance, and send different messages with different parameters depending on how the button is pressed (short press, long press, double click etc.). The overlay of messages to the outputs can allow convenient scenery control or the signaling of incidents, such as the kitchen light blinking when the doorbell rings.

System-wide functions through macros

For the simple configuration of central commands, such as central switching of multiple lamps, macros can be defined and assigned to the devices. If, for example, the central input (central control command for light) on all switches be converted from “double-click” to a “triple click”, this only needs to be changed in one place, which is the macro. These macro functions ensure a clear configuration and significantly reduce the configuration effort.

Time control

All frogblue units have time functions for switching. Lamps or roller shutters can be controlled decentral by the devices themselves by way of a weekly schedule. This means that a central unit is not necessary. The time in the individual frogblue modules is synchronized via the Bluetooth® network with special frogblue devices with battery-buffered clocks or GPS time receivers. The frogblue display can as an option be supplied with the current time via its WLAN interface from a time server on the Internet.

This automatic time synchronization via the Bluetooth® network ensures that even after a power failure in all devices, the current time is again available within seconds. Of course, this time synchronization via the frogblue network is encrypted in addition to the Bluetooth® and therefore offers the highest possible security against manipulators.

Logic module decentralized in all devices

In every frogblue device, input and output signals of other frogblue devices can be linked system-wide. So, for example, a lamp can be switched on in addition to the normal operation by overlay for as long as a door is open (once a door contact signals this to a frogblue input module). The logic linking of multiple signals, including together with time conditions or a weekly schedule, is possible and is done decentral in the frogblue devices.

The typing of input signals with attributes, such as window contact, brightness sensor or frost monitor, allows fast implementation of sophisticated logic and control functions. With these functions for example, a children’s room lamp can be limited to 30% of the maximum rating or an alarm can only be triggered by open doors on weekends.

Data backup of all data in one file

The entire project configuration of all frogblue data, this is both the configuration data of all frogblue units and the settings on the app such as passwords and project data, is stored in a single system backup. This system backup can be secured in every single frogblue unit and sent by email. This means that all data of a frogblue installation are stored in only one file.

End users are informed by the display or the **frogProject** app that they are in possession of all the necessary configuration data for their frogblue system. This ensures that the system configuration is available for maintenance by third parties at any time, even if the electrician cannot be reached. The end user also needs the associated project password of course.

Platform-independent on Android, iOS, and Windows

The frogblue software runs on Android, iOS, and Windows. The end user app ((**frogControl**) is identical to the app on frogDisplay, so when using a smartphone or tablet, the user simply must become accustomed to a user interface.

2.1 frogblue software – overview

The following frogblue software is available for controlling and configuring a frogblue system:

With the **frogControl** app you can easily control the frogblue units for a project set up and configured with the **frogProject** app.
You will find detailed information on how to use the **frogControl** app in this manual.

With the **frogProject** app you can plan, configure, and control a frogblue system. This app provides you with all the features you need to create and manage both simple and sophisticated smart home applications.
You find detailed information on how to use the **frogProject** app in the → *frogProject User Manual.*

frogware (firmware): The software in the frogblue devices (frogs, frogKey, frogLink, frogDisplay) that contains the system configuration and controls the frogblue system. You can configure frogs using the **frogProject** app and in reduced form with the **frogControl** app.
For information on updating the **frogware**, see the → *frogProject User Manual.*

3 Installation

You can use the **frogControl** app on the operating systems Android and iOS for tablets and smartphones.

Note about frogDisplay

For information on installing the **frogware** and the **frogControl** app for the frogDisplay contained in it, see the → *frogProject User Manual.*

You can download the **frogControl** app from the Google Play Store and the Apple App Store.

GET IT ON Google play

Search the Google Play Store for **frogControl**.

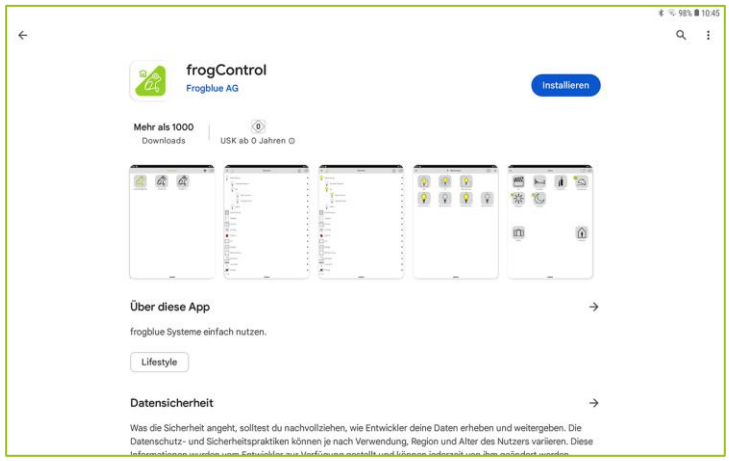

Figure: **frogControl** app in the Google Play Store.

In the Google Play Store, tap **Install** to install the app.

Download on iTunes

Search the Apple App Store for **frogControl**.

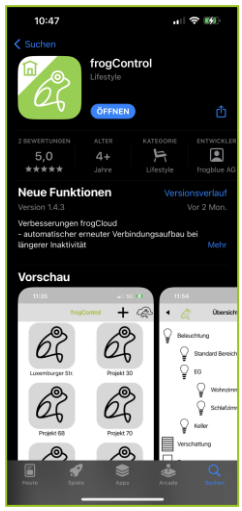

Figure: **frogControl** app in the Apple App Store.

In the Apple App Store, tap **Install** to install the app.

3.1 Starting the frogControl App

Note

Make sure Bluetooth® (version 4.2 or higher) is enabled on your tablet or smartphone.
Android: **Settings** - > **Connections** -> **Bluetooth**
iOS: **Settings** - > **Bluetooth**

To start the **frogControl** app, tap **frogControl** on your tablet or smartphone after installation.

Allow access to the location of the device when you start the **frogControl** app for the first time. This is required by Bluetooth®.

Allow access to the photos, media, and files so that configuration files can be saved.

Assign a name to the tablet. This can be used to determine on which tablet a configuration was created.

The **frogControl** app start page is displayed. Depending on the settings, either the project list or the last opened project is displayed on the start page.

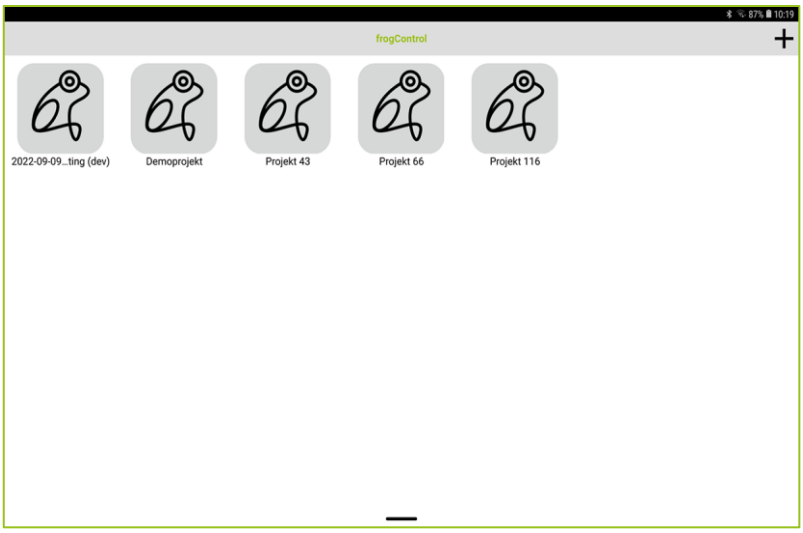

Figure: Start screen of the **frogControl** app for Android and iOS devices.

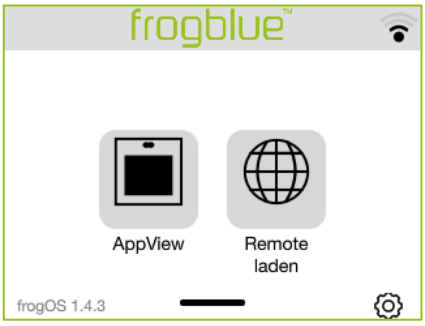

Figure: Start page in the frogDisplay.

Start by importing a project that you have configured and exported in the **frogProject** app,
see → *Importing a project, page 11.*

4 Importing a project

Devices and frogs are configured in a project using the **frogProject** app.

You can only use the **frogControl** app to control devices such as lamps and doors if you have previously imported a project created using the **frogProject** app.

To do this you have to save and export a project created with the **frogProject** app as follows:

In the frog
All data for a project is stored in a frog.

In a frogControl configuration file
All data for a project is saved in a file or exported to a frogControl configuration file. This file is stored in the **Documents** folder on the Android tablet.
On an iOS device, the file is stored in the **Files** app in the **frogProject** folder.

For detailed information on saving projects to a file or frog, see → *frogProject User Manual*.

frogDisplay: Importing projects

For information on importing projects onto a frogDisplay, see → *frogProject User Manual.*

Depending on how you have saved or exported the data using the **frogProject** app, you can import the project into the **frogControl** app:

Importing a project from a frog
The data of a project is located by the **frogControl** app in a frog within reach. The data can then be downloaded from the frog and imported into the **frogControl** app.
Information on importing a project from a frog, see → *Importing a project from a frog, page 12.*

Importing a project from a file
The file with the project data is transferred to the device with the **frogControl** app installed on it and imported into the **frogControl** app.
Information on importing a project from a file, see → *Importing a project from a frogControl configuration file, page 14.*

You can import multiple projects into the **frogControl** app. If multiple projects have been imported, a list of the imported projects will be displayed when you start the **frogControl** app.

4.1 Importing a project from a frog

To be able to download project data from a frog and import it into the **frogControl** app you require the project password of the project in question and the device key.

Project password and device key

To be able to save a backup or configuration in a frog and then load them again from the same place, a device key is required.

When you create a new project in the **frogProject** app and assign a project password to a project, this automatically creates an identical device key.

The project password can be shared with third parties, for example a technician who has configured the project. Once the project configuration is complete, you should change the device key to protect the configuration in the frogs from unauthorized access. Once the device key has been changed, the project password can still be used to configure the **frogProject** app on the tablet, but the configuration can only be uploaded onto the devices with the altered device key. For further information on the project password and device key, see the → *frogProject User Manual.*

1. Open the **frogControl** start page.

   If no project has been found in a frog before, the ***Project x*** entry is displayed.

   If several projects are displayed, the desired project can be identified based on the **ID**.
   The **ID** is also displayed in the **frogProject** app under **Project management**.

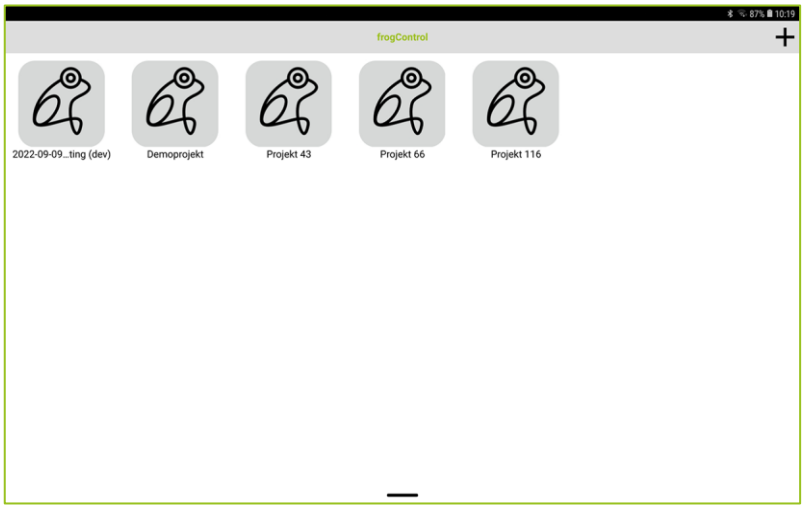

Figure: **Find project** screen with a **Project x** entry.

2. Tap an entry **Project x**.

   The **frogControl** screen is displayed.

3. In **Enter device key**, enter the device key that was assigned to the project backup on the frogblue device.

4. Tap ✓

   A Bluetooth® connection is established with the frogblue device.
   The project data stored on the frogblue device is displayed.

   The project data is loaded into the **frogControl** app.

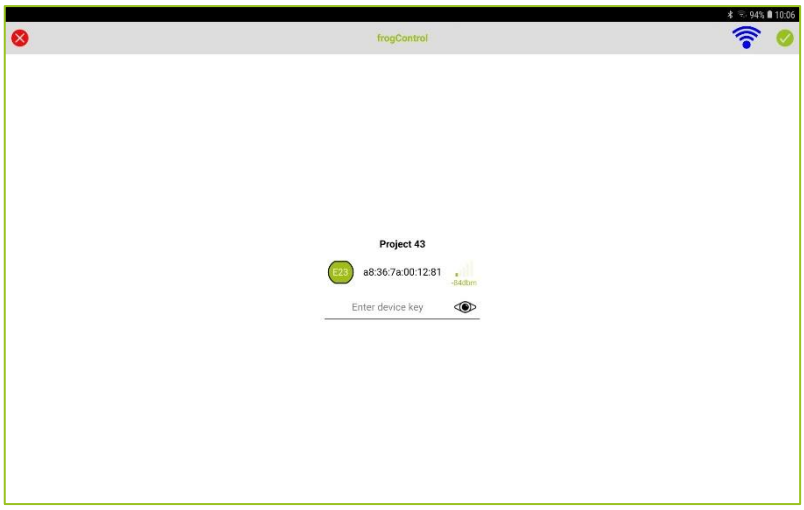

Figure: The project backup is downloaded.

The project can now be used in the **frogControl** app.

Note that when the project is the first time opened, it is necessary to enter the project password.

4.2 Importing a project from a frogControl configuration file

The first step is to transfer the exported data stored in a frogControl configuration file from the **frogProject** app to the device where the **frogControl** app is installed.
Depending on whether the **frogControl** app is used on an Android or iOS device, the procedure for transferring the frogControl configuration file differs.

In the second step the transferred data is imported into the **frogControl** app.

4.2.1 Transferring a frogControl configuration file to an iOS device

To transfer a frogControl configuration file from one iOS device to another iOS device, you can use AirDrop. The frogControl configuration file is automatically saved in the correct directory.

To transfer a frogControl configuration file from an Android tablet to an iOS device, the following options are available:

By e-mail

If an e-mail mailbox is configured on both the Android tablet and the iOS device, you can e-mail the file to the iOS device. On the iOS device, save the file in the **Files** app in the **frogControl** directory.

Via iTunes

Save the frogControl configuration file on a Mac or PC.

1. Open iTunes on your Mac or PC.
2. Connect your iOS device to the computer with a USB cable.
3. Select the iOS device in iTunes.
4. Click **Share** in the left-hand sidebar.
5. Select the **frogControl** app.
6. Click **Add** and select the project file on your computer.
7. Click **Done** and synchronize your iOS device with your computer.

4.2.2 Importing a frogControl configuration file into the frogControl app

If you have transferred the frogControl configuration file onto your Android or iOS device with the installed **frogControl** app, you can import it from there. You can import several files or projects.

1. Tap **Add** + on the start page (project list is displayed).

   — or —

1. In an open project, tap **Setup** in the menu, then **Project** and **Change project**.
   Tap **Add** +

2. Tap **Import**.

   The **Import Project** screen is displayed.

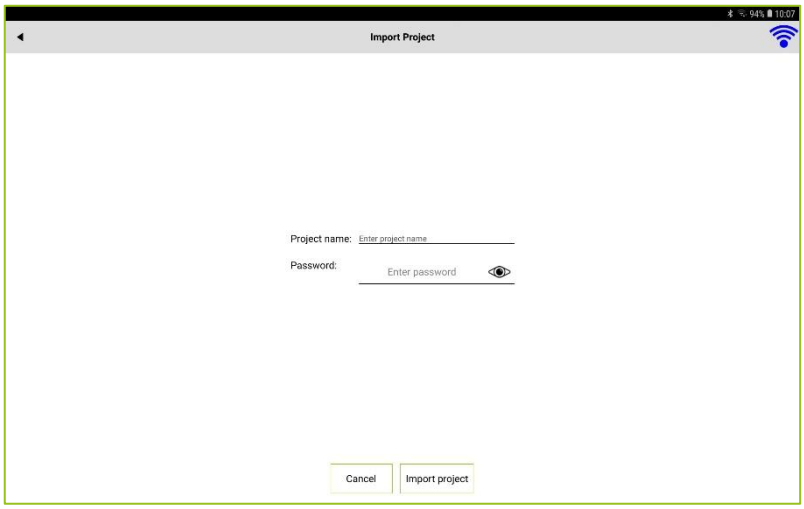

Figure: **Import Project** screen.

3. Tap **Enter project name**.

   A screen for selecting a project is displayed.

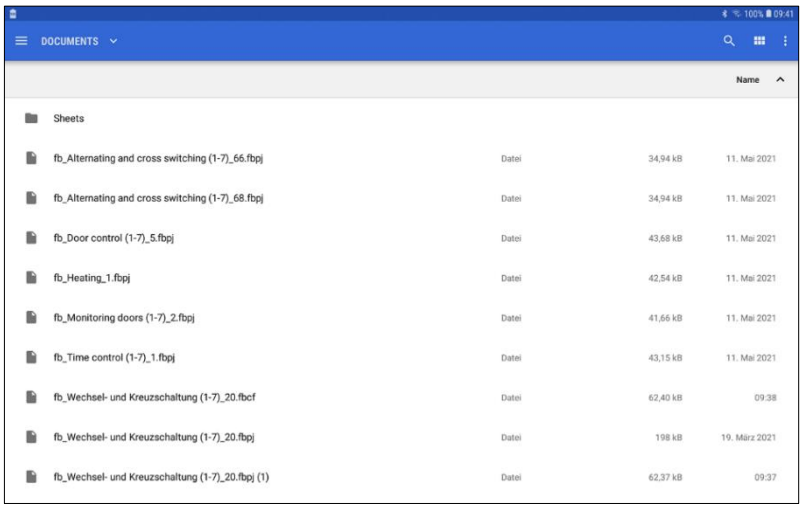

Figure: Screen for selecting a project.

4. Tap the desired project.

   The selected project is shown in the **Import Project** screen.

5. Under **Enter password** enter the project password of the project you wish to import.
6. Tap **Import project**.

   The data is imported, and the project is available in the **frogControl** app.

4.3 Loading a project via remote

You can load a project from a frogDisplay to a tablet if the frogDisplay and the tablet are connected via the WLAN. This allows you to make a configured project on the frogDisplay, where for example new users have been created, also available on a tablet.

The following steps are necessary:

1.) Activate **Direct Connection** in the frogDisplay and the tablet.

2.) Connect the tablet and the frogDisplay with the same WLAN.

3.) Transfer the project from the tablet to the frogDisplay.

Activating Remote Access in the frogDisplay and the tablet

The remote access is activated in the frogDisplay as well as in the **frogControl** app in the **Setup**.

1. In the **Menu**, tap **Setup** and then **Network**.
2. Tap **Direct Connection**.
3. Activate **Direct Connection.**

For information on the direct connection, see →Direct connection *Direct connection, page 58.*

Connecting the tablet and the frogDisplay with the same WLAN

To load a project from the tablet to a frogDisplay via WLAN, both devices must be connected to the same WLAN.

For information on configuring a WLAN for the frogDisplay, see → *WLAN, page 60*.

In the tablet, the **frogControl** app uses the WLAN settings of the tablet.

Transferring a project from the frogDisplay to the tablet

1. Tap **Load Via Remote** on the tablet on the start screen of the **frogControl** app.

Note

When dialing into the frogDisplay via port forwarding the connection is not automatically detected. Then tap **Skip** and enter the correct **IP-Address** and the **Port**.

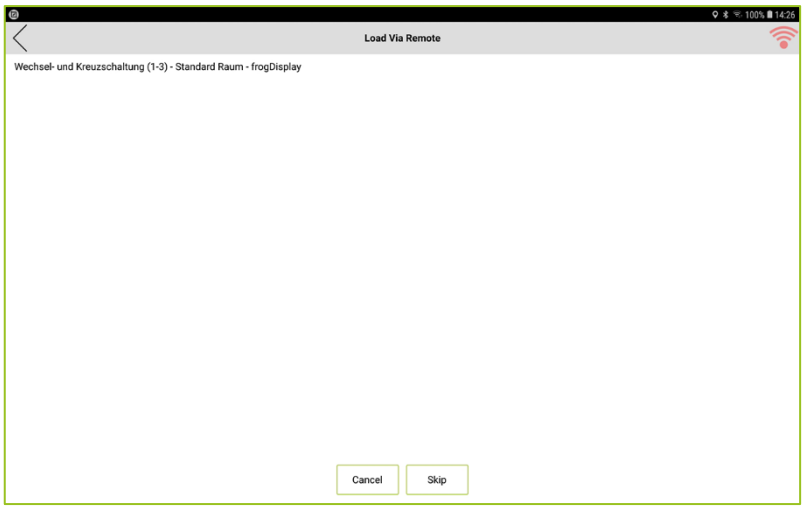

Figure: Project that can be loaded via remote.

2. Tap the project that you wish to load remote.

   The project is highlighted in green.

3. Tap **Next**.

   A screen with the **IP address** and the **Port** of the frogDisplay is displayed.

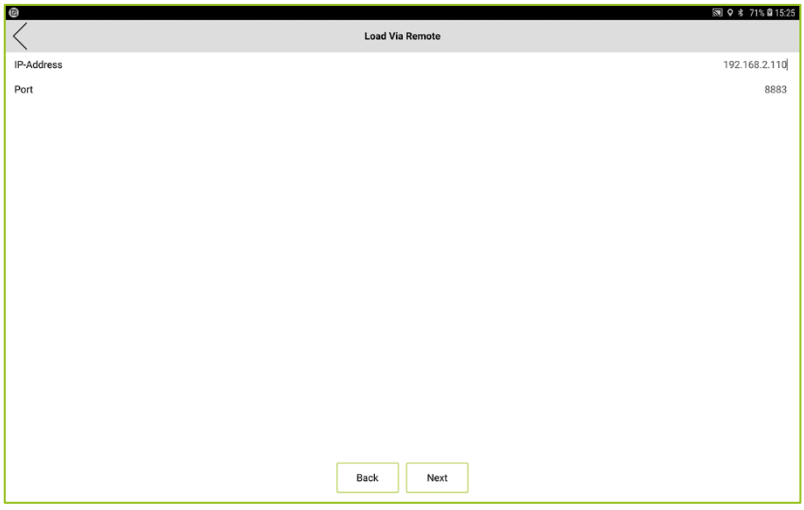

Figure: Screen with the IP address and the port of the frogDisplay.

4. Tap **Next**.

   A screen for entering the username and project password is displayed.

   By default, the **Admin** user with the project password is set up in the **frogControl** app.

   You can change the password of the **Admin** user in the **Setup** under **Permissions**.
   The advantage is that the project can be loaded to the mobile devices even without the project password.

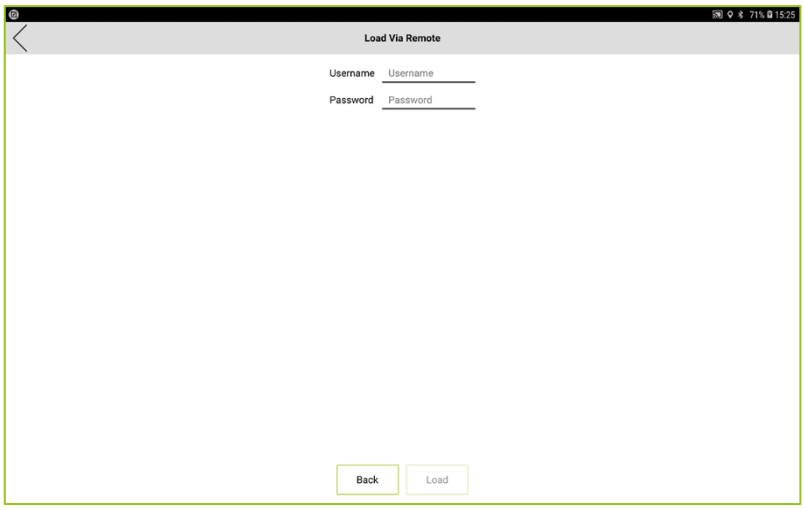

Figure: Screen for entering the username and the project password.

5. Enter **Admin** as username.
6. Enter the project password of the project to be imported.
7. Tap **Load**.

   The project is transferred from the frogDisplay to the tablet.

5 Opening a project

This chapter shows you which page is available after opening a project.

5.1 Android and iOS devices

Tap a project on the **frogControl** start page to open it.

The **Overview** screen is displayed.

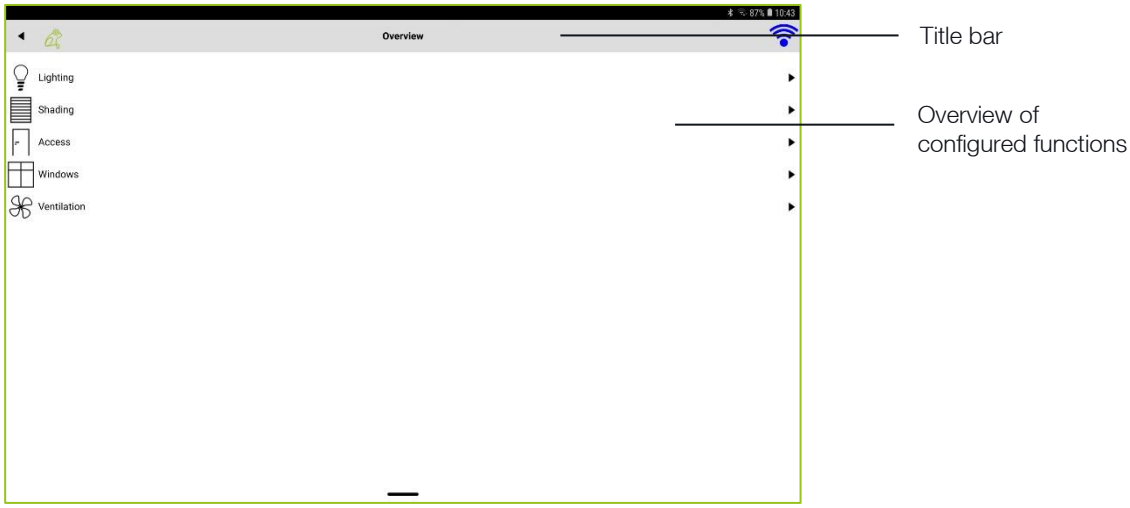

Figure: **Overview** screen for Android and iOS devices.

Information on the **Overview** screen, see → *Overview screen, page 21*.

Tap ◀ in the title bar to open the **Menu**.

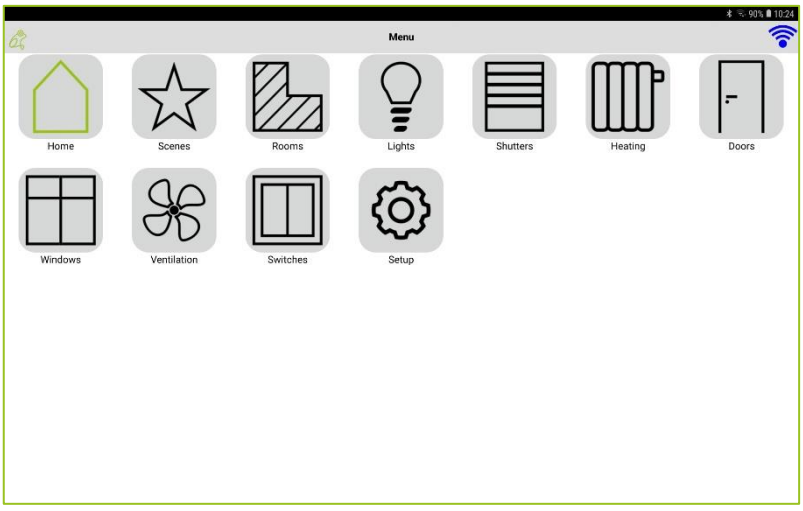

Figure: **Menu** screen for Android and iOS devices.

For information on the **Menu**, see → *Views and functions in the menu, page 23*.

Short tap on the **Home** icon to return to the **Overview** screen.

Long tap on the **Home** icon to return to the **frogControl** start page.

5.2 frogDisplay

Tap **AppView** on the start page to open the start screen for the project.

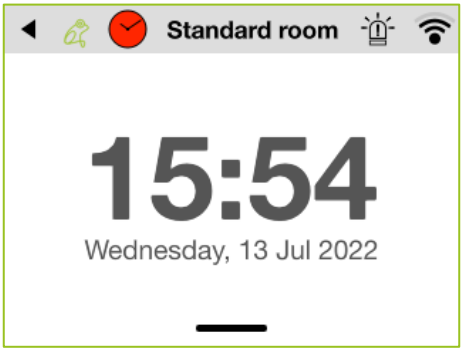

Figure: Start screen for a project in the frogDisplay.

Tap **Standard room** in the title bar to open the **Menu**.

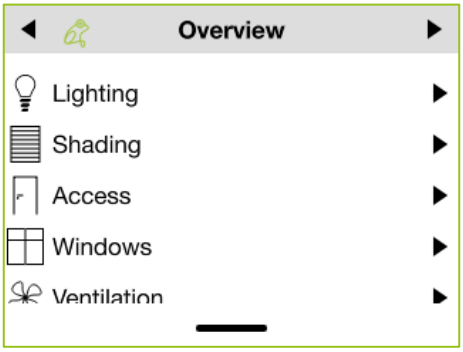

Figure: **Menu** screen in the frogDisplay.

For information on the **Menu**, see → *Views and functions in the menu, page 23*.

Short tap ◀ to return to the start page of the project.

Long tap ◀ to return to the start page.

6 Controlling and operating devices

The devices and their connections to the frogblue devices were configured in a project in the frogProject app and then imported into the frogControl app.

In the overview screen, you can quickly access all configured functions and thus operate the configured devices immediately, see → *Overview screen, page 21*.

Views and functions are available in the menu to provide you with detailed information about the devices and to operate and configure them, see → *Views and functions in the menu, page 23*.

6.1 Overview screen

In the **Overview** screen only the functions that have been configured in the imported project are displayed.

The following functions are available for control in the **Overview** screen:

Lighting
The configured inputs and outputs for the lighting are displayed here.

Shading
The configured inputs and outputs for roller shutters are displayed here.

Access
The configured inputs and outputs for controlling access points are displayed here.

Windows
The configured inputs and outputs for the windows are displayed here.

Ventilation
The configured inputs and outputs for ventilators are displayed here.

Alarm
The configured alarms are displayed here.

In the **Overview** screen you can operate the configured devices, such as switching on lamps or opening a door.

Figure: **Overview** screen with the configured functions of a project.

Tap the arrow to display the functions related to the rooms to be displayed.

Figure: Overview of the functions for the configured rooms.

Short tap the function you wish to control. A long tap provides additional configuration options.

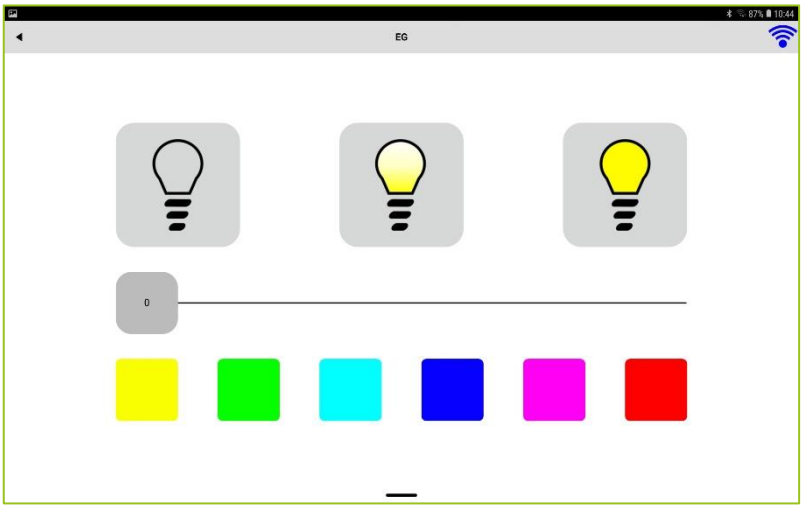

Figure: Function, here a lamp that can be controlled.

A lamp you can:

- switch on,
- switch on with 50 percent dimming. If you hold down the icon longer, you can save the current dimming value,
- switch off.

You can also set any dimming value using the slider. If supported by the lamp, you can also select colors.

6.2 Views and functions in the menu

Views are available in the menu to provide you with detailed information on the functions and devices and to operate and configure them.
You can also define and activate scenes.

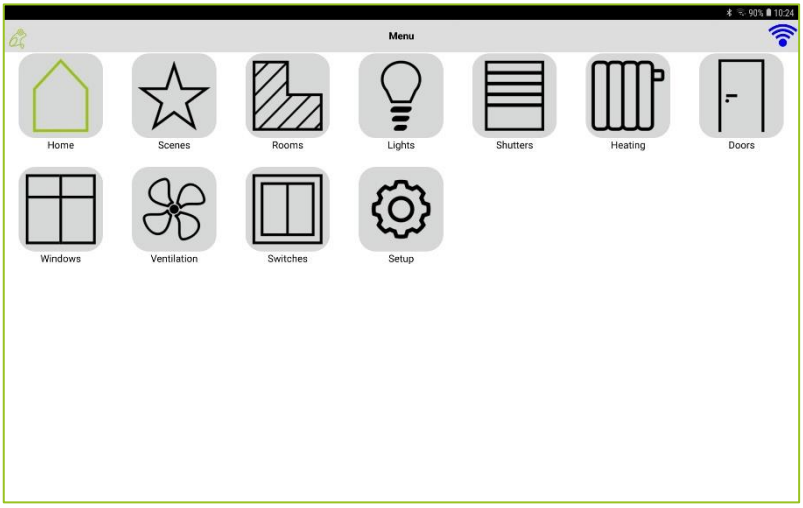

Figure: **Menu** screen for Android and iOS devices.

The following views and functions are available in the menu bar:

Scenes
Here you can create scenes and activate previously created scenes.
→ *Scene, page 41.*

Watched groups
Here you can create watched groups and activate a previously created groups.
→ *Watched groups and favorites, page 50.*

Rooms
The functions that are defined for the selected room are displayed here.
The **Standard room** is displayed here by default.
→ *Room, page 25.*

Lights
All lamps that have been configured for the current room are displayed here.
→ *Lights, page 27.*

Heating
All heaters that have been configured for the project are displayed here.
→ *Heating, page 30.*

Shutters
All shutters that have been configured for the current room are displayed here.
→ *Shutters, page 29.*

Doors
All doors that have been configured for the project are displayed here.
→ *Doors, page 37.*

Windows
All windows that have been configured for the project are displayed here.
→ *Windows, page 38.*

Ventilation
All ventilation fans that have been configured for the project are displayed here.
→ *Ventilation, page 39.*

Switches
All buttons and switches that have been configured for the frogs' inputs are displayed here.
→ *Switch, page 40.*

Keypad
Here you can define pin codes for switches to ensure that a switch is only activated after a pin code has been entered.
→ *Keypad: Control access, page 68.*

Video camera
Here you can configure a camera.
→ *Configuring video sources, page 73.*

Notifications
In the frogDisplay you can configure notifications here.
→ *Configuring notifications in the frogDisplay, page 71.*

Setup
Here you can make the basic settings for the **frogControl** app.
→ *Setup, page 53.*

6.2.1 Rooms

All functions defined for the configured rooms are displayed in the view for rooms.

By default, the functions of the room that you have selected in the **Setup** under **General** in the **Location** are displayed.

For information on selecting the room, see → *Location, page 56.*

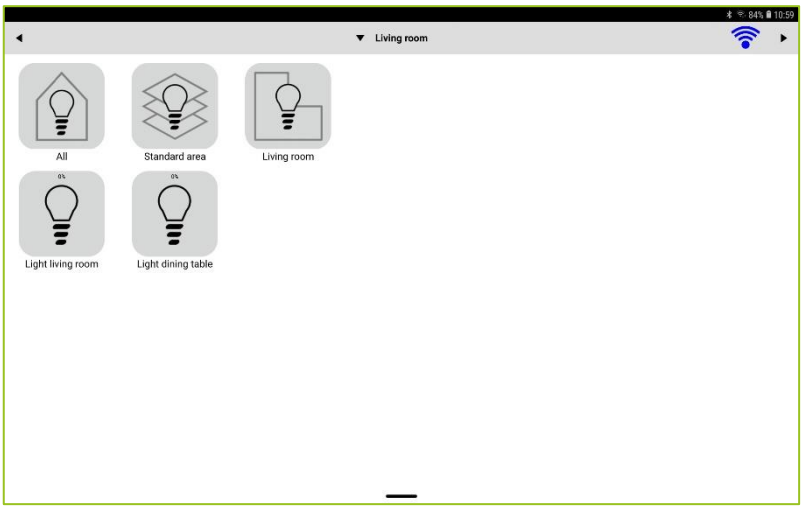

Figure: Room view.

Tap ▶ in the title bar to display all configured rooms.

Note

Tap ▼ on in the title bar to switch between the individual rooms.

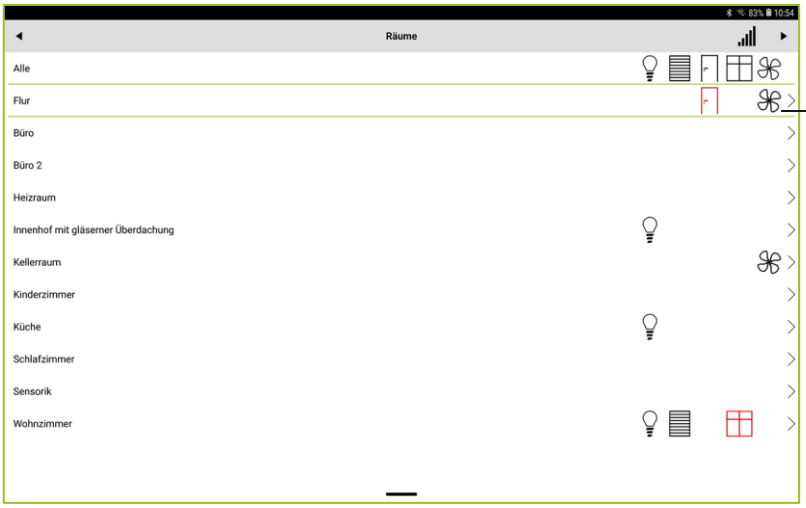

Figure: Rooms view for all configured rooms.

Tap a function icon to activate or deactivate a function.

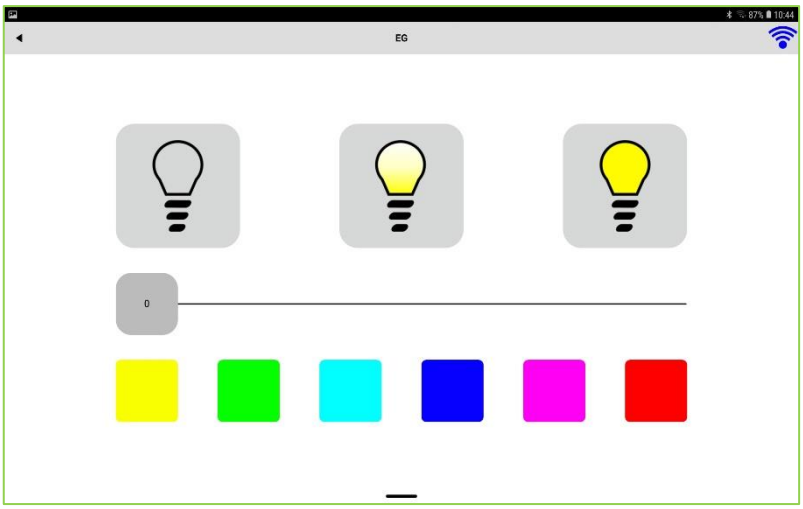

Figure: Activated function (here lamp) in a room (here EG).

A lamp you can:

- switch on,
- switch on with 50 percent dimming. If you hold down the icon longer, you can save the current dimming value,
- switch off.

You can also set any dimming value using the slider. If supported by the lamp, you can also select colors.

Note

If you make a long tap on **Rooms** in the **Menu**, the **Overview** screen is displayed, which you can use to quickly access all configured functions.

6.2.2 Lights

The lights view displays the outputs that have been configured in the **frogProject** app.
The display of the outputs is structured by:

All: All outputs of all rooms.

Area: Outputs that have been configured for a specific area (for example, a floor).

Room: Outputs that have been configured for the room in question.

In the lights view you can operate and control the outputs, such as dimmable lamps.

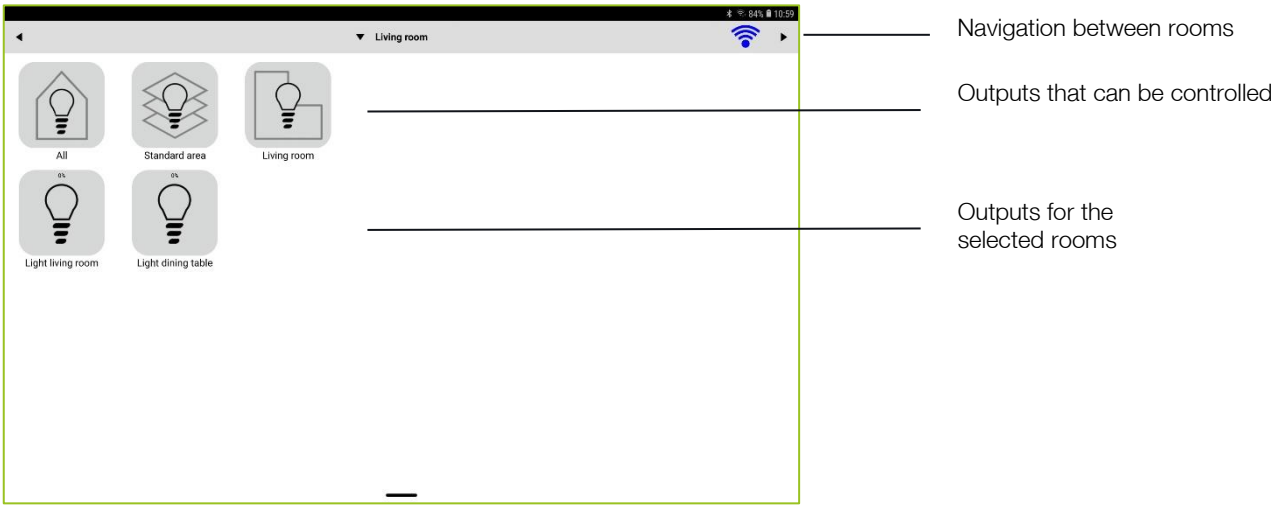

Figure: Lights view.

1. Tap an output to control it.

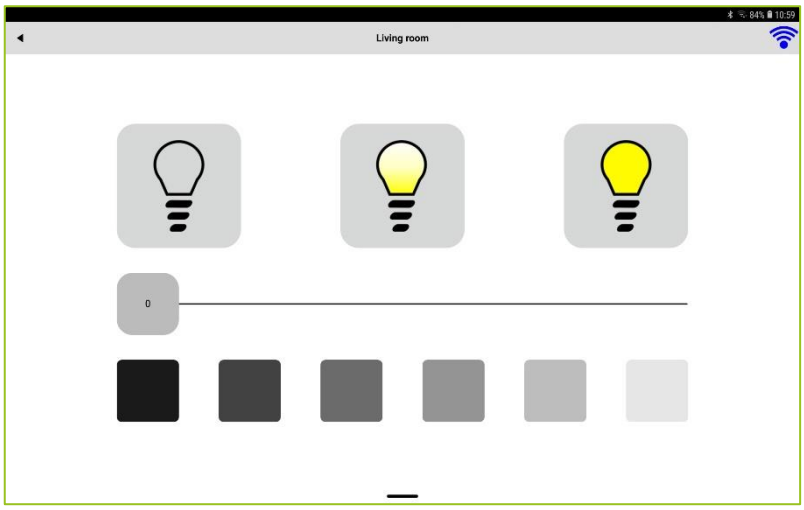

Figure: Controller for setting a value for dimming.

— or —

1. Tap and hold an output if you want to change the dimming value precisely.

A slider for precise setting of a value is displayed.

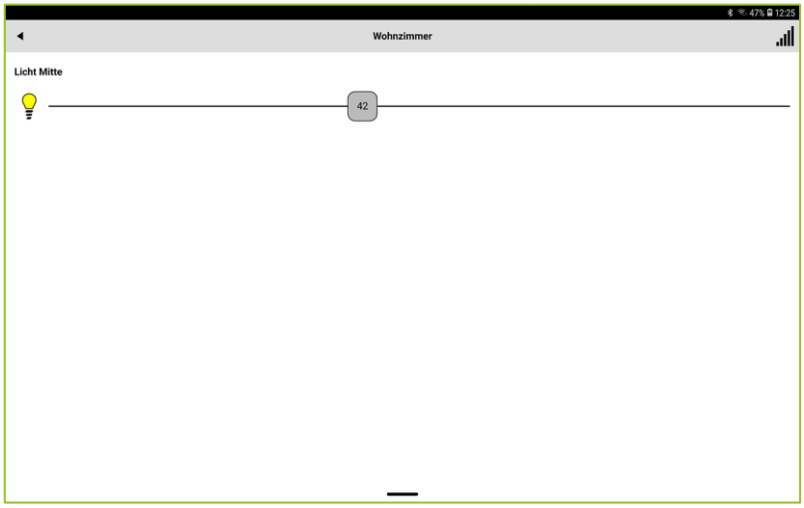

Figure: Slider for precise setting of a value for dimming.

6.2.3 Shutters

The shutters view shows all shutters that have been configured in the **frogProject** app.
The display of the roller shutters is structured by:

All: All roller shutters of all rooms.

Area: Roller shutters that have been configured for a specific area (for example, a floor).

Room: Roller shutters that have been configured for the room in question.

In the shutters view you can control roller shutters.

Figure: Shutters view.

Tap the roller shutter to open or close it.

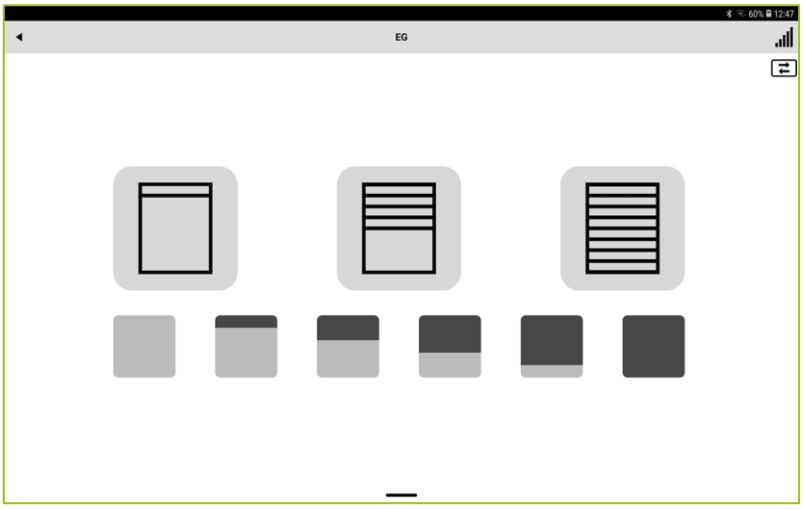

Figure: Controlling a rolling shutter.

the roller shutter moves up.

the roller shutter moves down.

Tap to enter an exact value for closing a roller shutter in the following screen.

6.2.4 Heating

All heating circuits that have been configured in the **frogProject** app can be controlled in the view for heating systems.

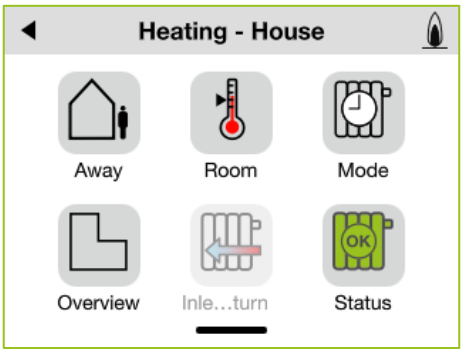

Figure: Heating view in the frogDisplay.

6.2.4.1 Away

After activation, you can set the setback temperature for x hours and y days.

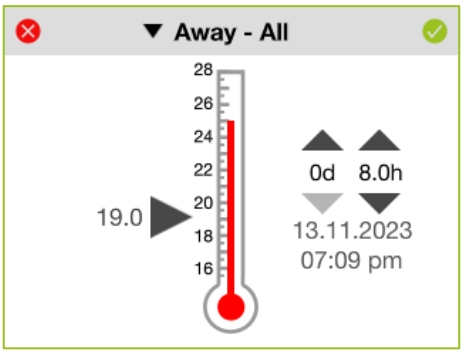

Figure: Activation of the setback temperature.

The setback temperature can be set for all heating circuits or just for a single heating circuit.

1. Tap the title bar to display a list of all heaters that can be configured.
2. Tap on a room in which a setback temperature is to be set.
3. Set the setback temperature and the times.
4. Tap ✓

6.2.4.2 Room

Via **Room**, the temperature control for the heating in the selected room is displayed.

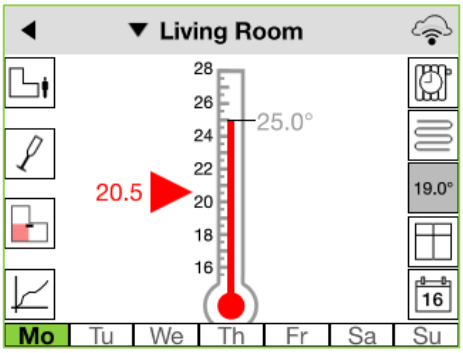

Figure: Temperature control.

Note

Use the calendar symbol 16 to set the heating period and the desired target temperature for each day of the week individually, see → *Configuring a daily program, page 32.*

The following information is displayed on the left-hand side of the temperature control:

Enables a setback temperature to be set for a definable time.
Activated automatically when the temperature controller is moved downwards in automatic mode.

Enables a heating temperature to be set for an adjustable duration.
Activated automatically when the temperature control is moved upwards in automatic mode

Activates the priority zone of the room, if configured in the **frogProject** app.

Opens the temperature/heating graphic.

In the center of the temperature control, the red bar in the thermometer shows the actual temperature. The red triangle indicates the set target temperature.

The following information is displayed on the right-hand side of the temperature control.

Switching the heating mode, see → *Mode, page 34.*

Indicates whether the heating is active or not .

19.0° The set lowering temperature. It can be changed by clicking on it.

Indicates whether a window is open in the room.

16 Opens the settings for the weekly/daily program, see → *Configuring a daily program, page 32.*

You can configure a daily program by tapping on the days of the week or the calendar symbol.

Configuring a daily program

You can use a daily program to define when the set daytime temperature is to be used. Outside the defined times, the set night temperature is used.

You can copy a daily program and use it for different days.

You define a daily program in the temperature control.

1. Tab one of the days of the week or the calendar symbol in the temperature control.

   The days of the week are displayed.

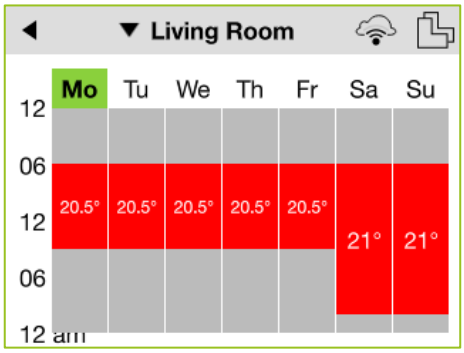

Figure: Days of the week.

   You can set an individual temperature for each day of the week. You can also copy the temperature setting for a specific day to other days. To do this, tap on the temperature setting of a day and drag it to the day for which the temperature setting is to be copied.

Note

Tap  to copy the temperature settings for the days of the week from one room/area to another room/area.

   A screen for the temperature control of the selected day of the week is displayed.

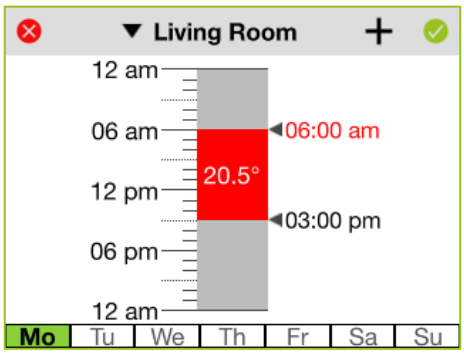

Figure: Temperature control for selected day.

2. Tap +

   A screen for configuring the time range is displayed.

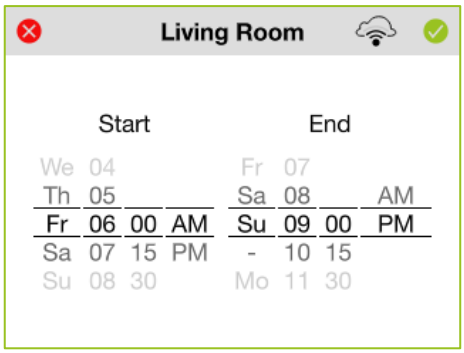

Figure: Configuring the time range.

If, for example, a program is created from Friday to Sunday, it overlays the existing programs and does not delete them. This makes it easy to set different temperatures over several days at short notice.

Example

An office is used from Monday evening to Friday. Here, the programs Tuesday 04:00 - 07:00 are entered with 21° and 17:00 - 22:00 with 22°. For Friday 07:00 to Monday 17:00, however, a program with 17° is created.

3. Select the temperature to be set in the selected time range.

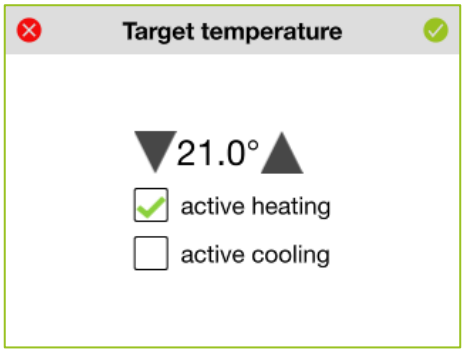

Figure: Temperature fort he selected time range.

4. Select how the temperature is to be controlled.

   The following options are available:

   Active heating/active cooling: If activated, an attempt is made to reach the temperature by opening the heating valves. If not activated, there is no active control.

   Active cooling: If supported and configured by the heating system.

6.2.4.3 Mode

Via **Mode**, you can specify the mode in which heating operation is to take place.

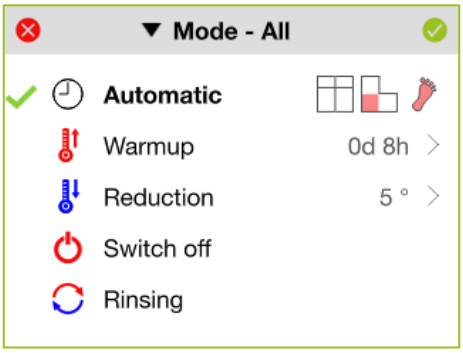

Figure: Modes for the heating operation.

1. Tap the mode in which heating operation is to be performed.

   The following modes are available:

   Automatic: Control is based on the defined daily/weekly program. In addition, the "Window open" detection, priority switching and the "WarmFeet" function can be activated here.

   Warmup: Heats the room for the set time regardless of the room temperature.

   Reduction: Sets the target temperature permanently to the specified value until another mode is selected

   Switch off: The heating control is deactivated.

   Rinsing: The valve is opened for 18 minutes every three hours.

   Window open: The heating for this room is switched off when a window is open (prerequisite: window contacts available in the frogblue system for this room).

2. Tap ✓

   A dialog window is displayed.

3. Confirm that the previous mode is to be deactivated and the new mode activated.

The heating mode can be changed for all heaters or just for a single heater.

1. Tap on the title bar to display a list of all heaters that can be configured.

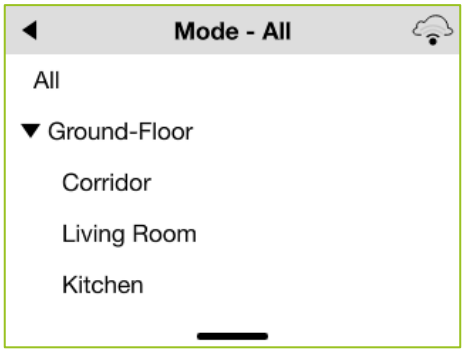

Figure: Floors and rooms with configurable heaters.

2. Tab a room for which the heating mode is to be changed.
3. Tap the desired mode.
4. Tap ✓
5. Confirm in the dialog box that the mode is to be changed.

6.2.4.4 Overview

The overview shows which configured heaters are active and which temperatures have been set.

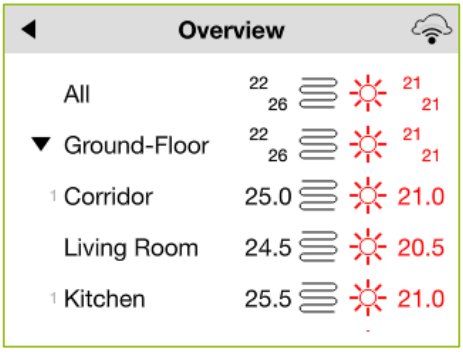

Figure: Heating overview.

Foor/Room	Room in which there is heating. Tapping on the room opens the temperature control.
22.0	Actual temperature, that is, the current temperature in the room. Two temperatures show the highest and lowest actual temperature in this area.
	Indicates whether the heating is active or not. Tap on the heating to open the temperature control.
22.0	Set temperature. Two temperatures show the highest and lowest actual temperature in this area.

6.2.4.5 Inlet and return

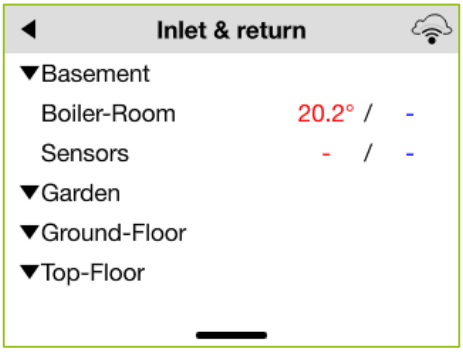

Figure: Inlet & return.

If a heat bar is connected, the temperature values for the inlet and return temperature of the heating system are displayed here.

If the inlet and return temperatures are the same, this may indicate a problem with the heating system.

6.2.4.6 Status

The heating time of the heating system is displayed under **Heating status**. Errors in the system can also be displayed, for example "Target temperature cannot be reached". If the target temperature is not reached even though the room has been heated for a longer time, this may be due to the flow temperature being too low, an open window, etc.

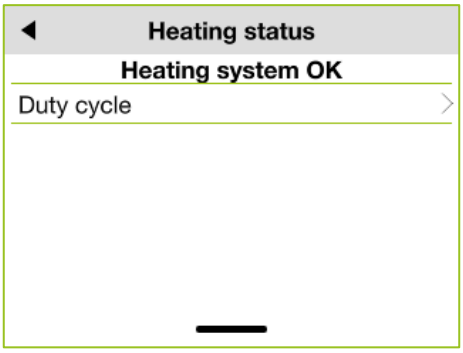

Figure: Heating status.

You can also display the duty cycle per day, week, or month. The duty cycle corresponds to the heating duration of the individual areas.

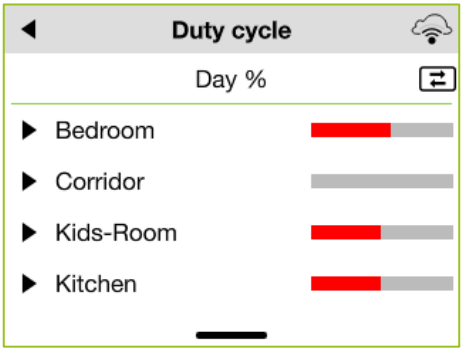

Figure: Duty cycle per day and room.

6.2.5 Doors

The doors view shows all doors that have been configured for the project in the **frogProject** app. The display of the doors is structured by:

All: All doors of all rooms.

Area: Doors that have been configured for a specific area (for example, a floor).

Room: Doors that have been configured for the room in question.

In the door view you can open the doors.

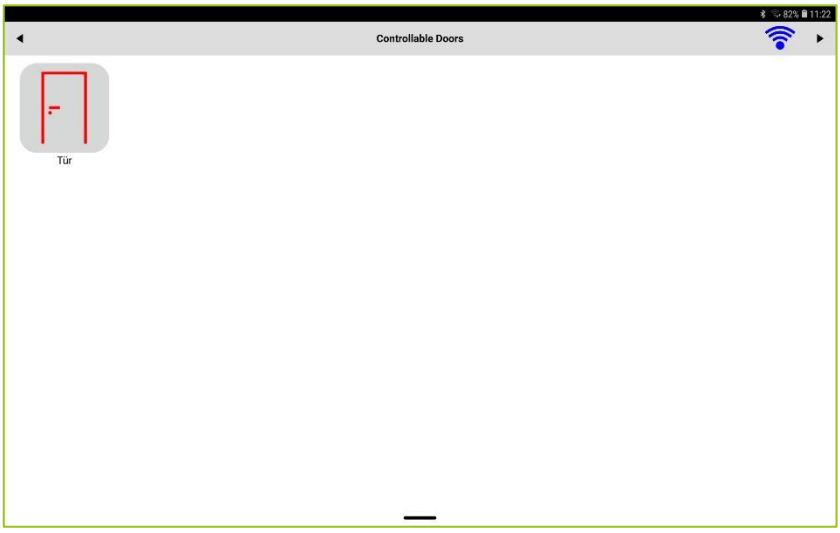

Figure: **Controllable Doors** screen.

Tap the door to open the door.

Figure: Opening a door.

6.2.6 Windows

The windows view shows all windows that have been configured for the project in the **frogProject** app. The display of the windows is structured by:

All: All windows of all rooms.

Area: Windows that have been configured for a specific area (for example, a floor).

Room: Windows that have been configured for the room in question

In the Window view you can control the windows and their status.

Figure: **Windows** screen.

Tap ► in the title bar to check the status of the window.

6.2.7 Ventilation

In the ventilation view all fans or ventilations are displayed that have been configured in the **frogProject** app. The display of the ventilators s is structured by:

All: All ventilators of all rooms.

Area: Ventilators that have been configured for a specific area (for example, a floor).

Room: Ventilators that have been configured for the room in question

In the ventilation view you can operate and control the fans.

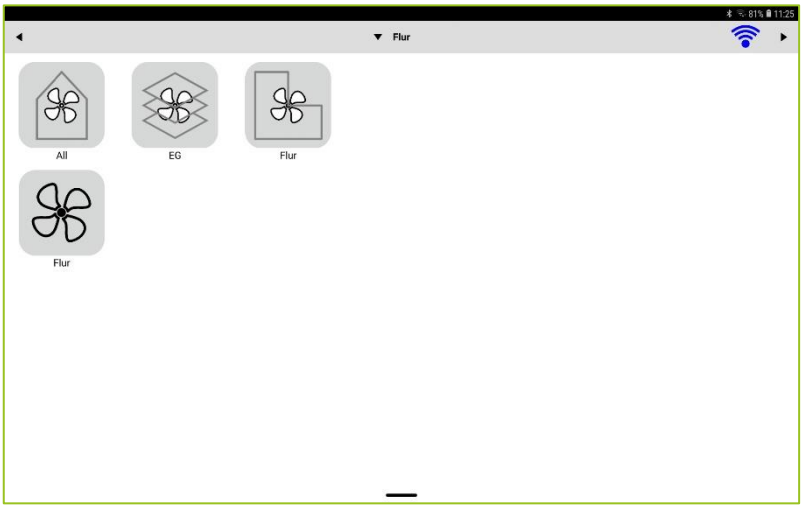

Figure: Ventilation view.

1. Tap the ventilator that you want to switch on.

   You can specify how long the fan should run by tapping it several times.

6.2.8 Switches

The switches view shows all switches and buttons for the room selected in the **Setup** for the **Location.**

The switches and buttons must have been previously created in the **frogProject** app.

You can operate the switches in the Switch view.

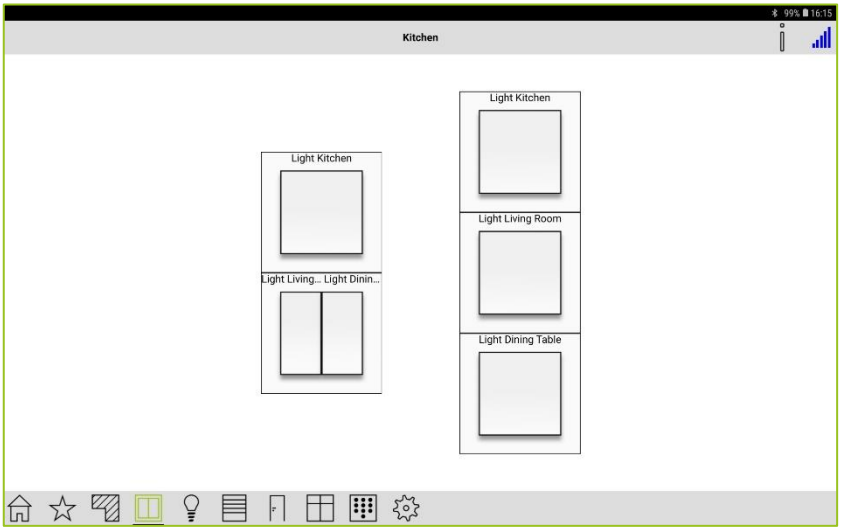

Figure: Switch view.

You can control access to switches via pin codes. For information on configuring pin codes, see → *Keypad: Control access, page 68.*

When you tap **Information** and then tap a switch, a screen appears that lists the action assigned to the switch.

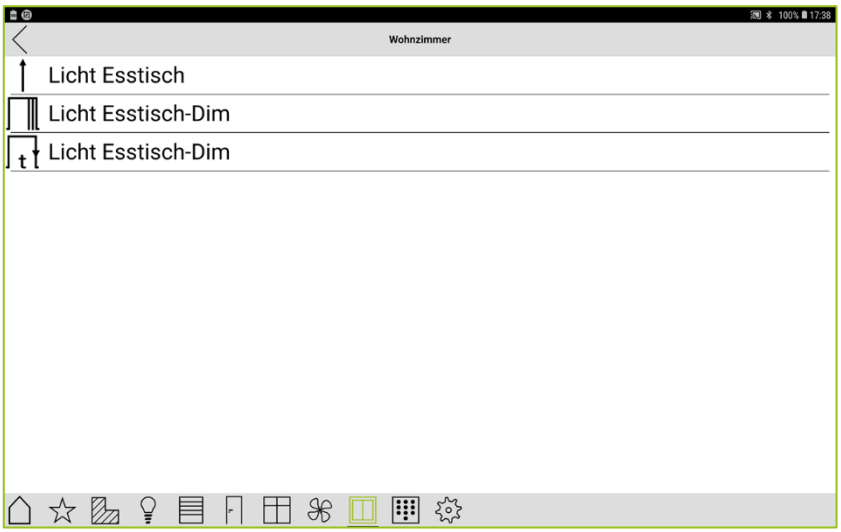

Figure: Assigned actions and messages for a switch.

6.3 Scenes

In a scene you can combine several functions, such as switching on a light or moving blinds or shutters.
When you activate a scene, all functions are then executed in the sequence in which you defined them in the scene.

You can create, activate, edit, and delete a scene in the **Scene** screen.

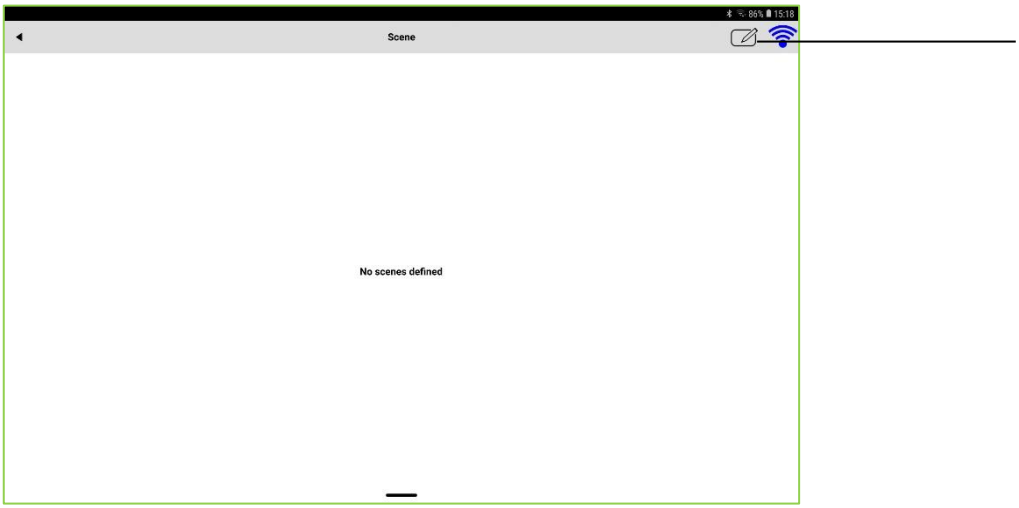

Figure: **Scene** screen.

6.3.1 Creating a scene

You can create as many scenes as you wish. For example, scenes can be defined for specific events such as “Room is entered”, “Room is exited” or “Lights from several lamps are switched on”.

Besides the simple scene, you can also create a status scene. With a status scene you can for example set a status (for example **Night**) in the display of the frogDisplay.

1. Tap **Add scene** +

   The **Scene Editor** screen is displayed:

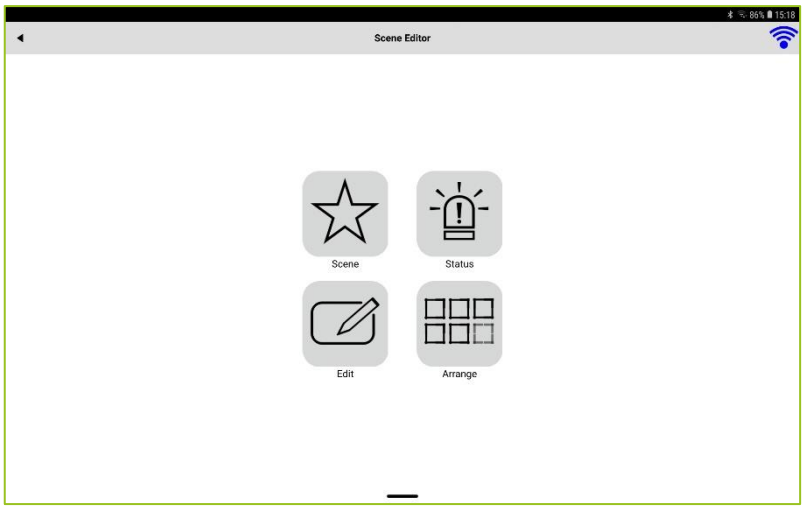

Figure: **Scene Editor** screen.

2. Tap **Scene** if you wish to create a simple scene.

   — or —

2. Tap **Status** if you wish to create a status scene.

   For a status scene a status message must already have been defined in the **frogProject** app and it must be assigned to the project. Only then a status scene can be created in the **frogControl** app.

3. Tap **Next**.

   The **Scene Edit** screen is displayed.

Figure: **Scene Edit** screen.

4. Enter a name for the scene.

5. Tap the question mark to add an icon to the scene.

   A screen with the available icons is displayed.

6. Select an icon and tap **Next**.

   The **Scene Edit** screen displays the name of the scene and the selected icon.

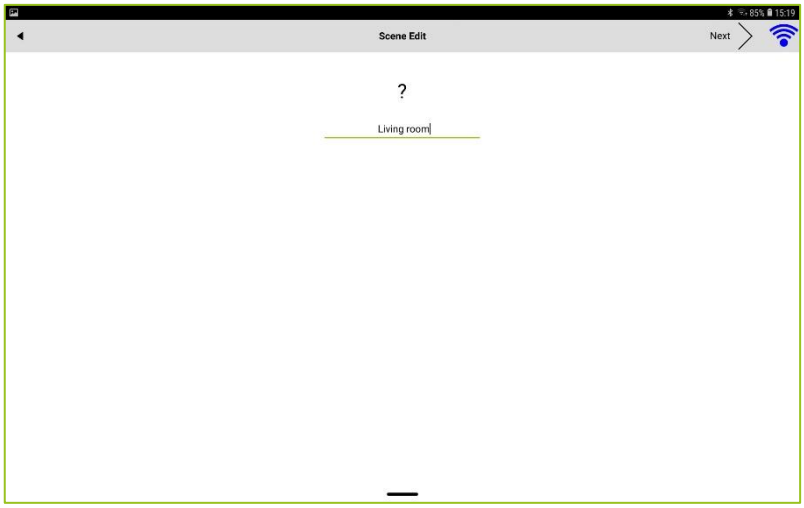

Figure: **Scene Edit** screen with the selected icon and the name of the scene.

7. Tap **Next**.

   The **Select Items** screen is displayed.

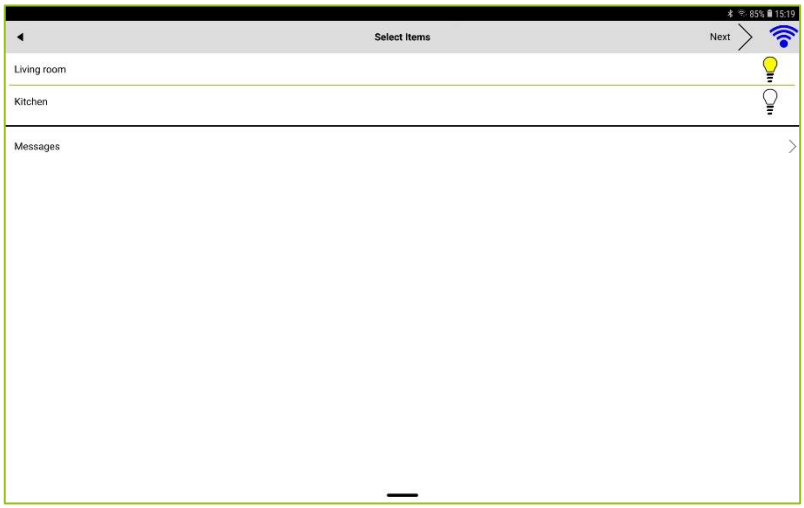

Figure: **Select Items** screen.

On the **Select Items** screen you can add the functions and/or messages, defined for a room, to a scene.

The current settings of the lamps, the roller shutters, and the ventilators are used for the defined functions.

8. Tap the lamp or the roller shutter to control the lamps or the roller shutters of a room via the scene.

   The lamp or the roller shutter is highlighted in green.

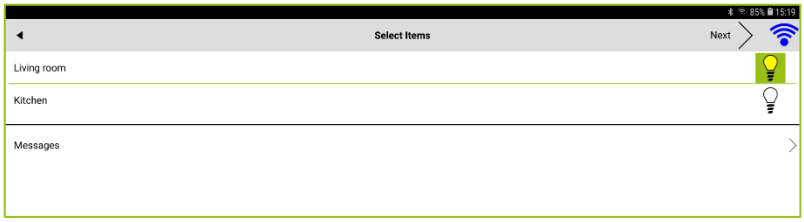

Figure: Activated lamps are highlighted in green.

Optionally, you can tap the lamp longer to display the lamps, that can be controlled in the room.

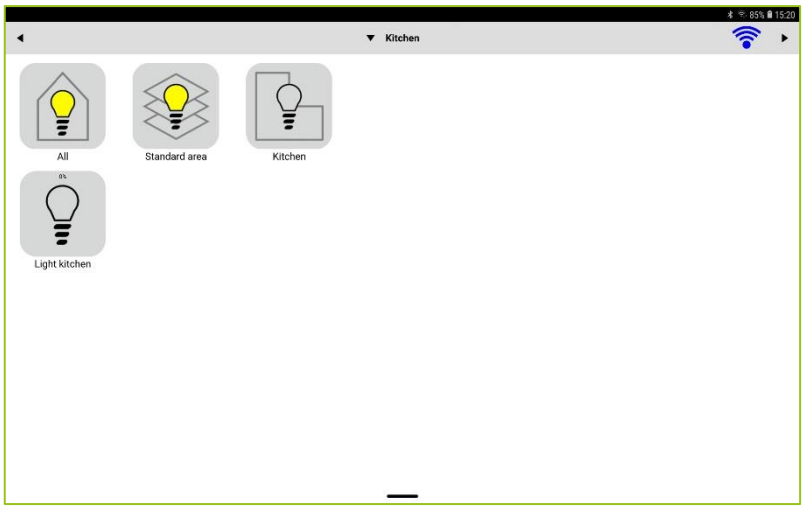

Figure: Screen with lamps that can be controlled.

To change the settings of the lamp, tap a lamp and hold your finger on the tablet.

9. Tap **Messages** or the arrow to the left to add messages to the scene.

Figure: Selection of messages that can be added to a scene.

Here you can add messages to a scene and search for messages.

When creating a status scene, you can select the status message(s) (for example **Night**) that is/are assigned to the project. The creation of the status messages is done in the **frogProject** app.

10. Select the messages and/or the status message(s) that you wish to add to the scene.

The selected messages are marked with

11. Tap **Next**.

    The **Time Control** screen is displayed.

Figure: **Time control** screen.

In the **Time control** screen, you can configure a timing function that determines when a scene should be executed.

In a status scene, the time control can be controlled by a status, for example **Night** for the **Astro** time control. An end time can also be defined via a status, thus defining a duration.

If you do not configure a time function, the scene is only activated manually.

12. Tap **Time control.**

    Two time controls are available:

    Point in time: Defines a time when the scene should be activated.

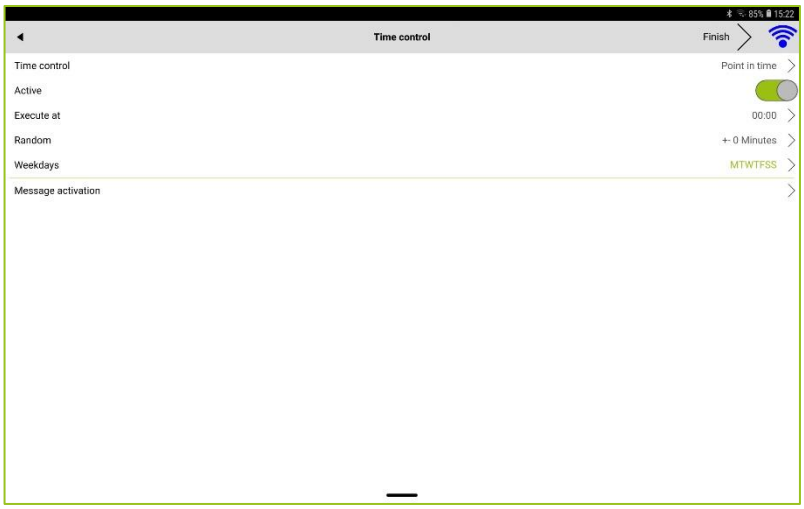

Figure: **Point in time** settings.

The following settings are available:

Execute at: Defines the time when the scene is to be activated.

Random: Defines a period with which the execution period should be randomly varied.

Weekdays: Defines the days of the week on which the scene is to be activated.

Astro: Let a scene to be activated depending on the sunrise and the sunset. This time control is useful, for example, to control the raising and lowering of roller shutters depending on the actual sunrise and sunset rather than a fixed time.

For the scene to determine the time for the sunrise and the sunset, the current location must be specified in the frogDisplay in the **Settings, General** and in **Date, Time & Location** via the **Longitude** and **Latitude**. In the **frogControl** app on the tablet this information is obtained from the tablet settings.

Figure: **Astro** settings.

The following settings are available:

Sunrise/-set: Defines whether to activate the scene at sunrise or sunset.

Offset: Defines a period that activates the scene before or after sunrise or sunset.

At the earliest: If the sunrise or sunset is before this time, the scene will not be performed until that time.

At the latest: If the sunrise or sunset is after this time, the scene will not be performed until that time.

Weekdays: Defines the days of the week on which the scene is to be activated.

13. Configure the time control.
14. Tap **Finish**.

    The **Scene** screen with the newly created scene is displayed.

Figure: **Scene** screen with the newly created scene with the time control **Point in time**.

6.3.2 Activating a scene

After you have created scenes, you can activate them at any time in the **Scene** screen.

In the **Scene** screen, tap the scene you wish to activate.

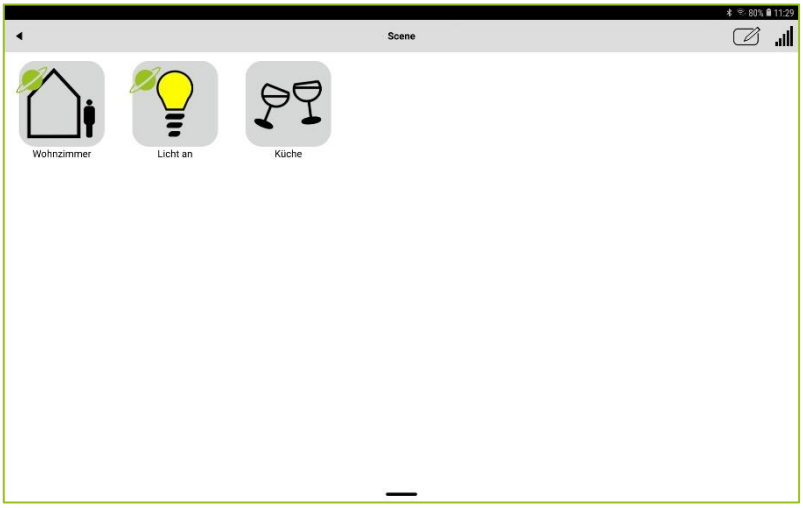

Figure: Multiple scenes for selection in the **Scene** screen.

After a scene is activated, all functions and actions defined in the scene are executed.

6.3.3 Editing a scene

You can edit a scene, for example by changing a value for dimming.

1. In the **Scene** screen, tap the scene you wish to edit for about 2 seconds.

   The **Scene** screen is displayed.

Note

If you wish to completely delete a scene, tap the recycle bin in the title bar.

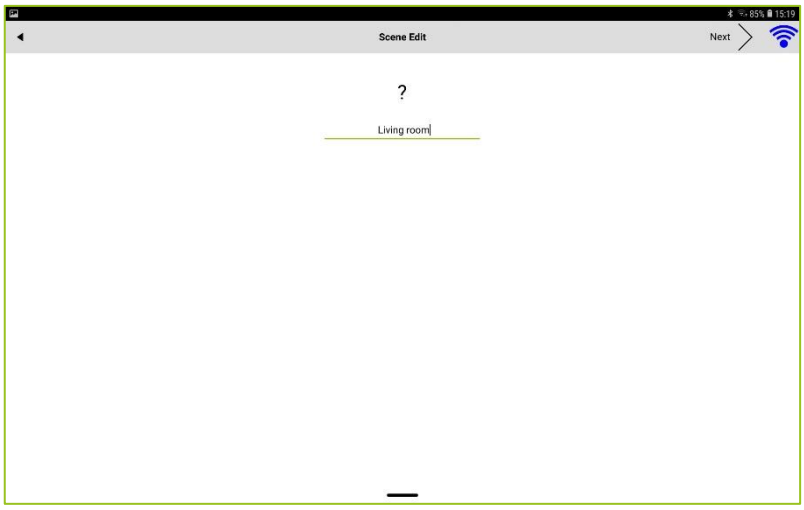

Figure: **Scene Edit** screen for editing a scene.

In the **Scene Edit** screen, you can change the name of the scene and the icon.

2. Tap **Next**.

   The **Select Items** screen is displayed.

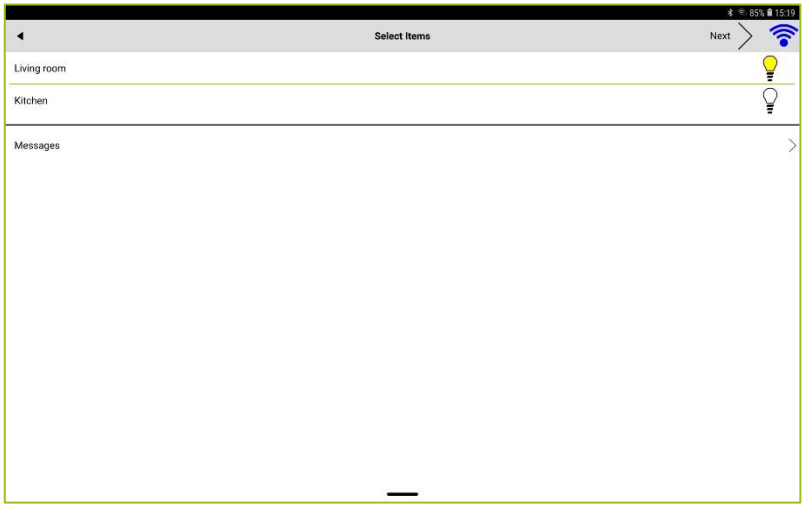

Figure: **Select Items** screen for changing the functions and messages.

In the **Select Items** screen you can add or remove functions and messages to a scene:

Green border: The setting is defined in the scene.

Green background: New settings were made.

Without border or background: Function removed from scene.

3. Tap **Next**.

   The **Time control** screen is displayed.

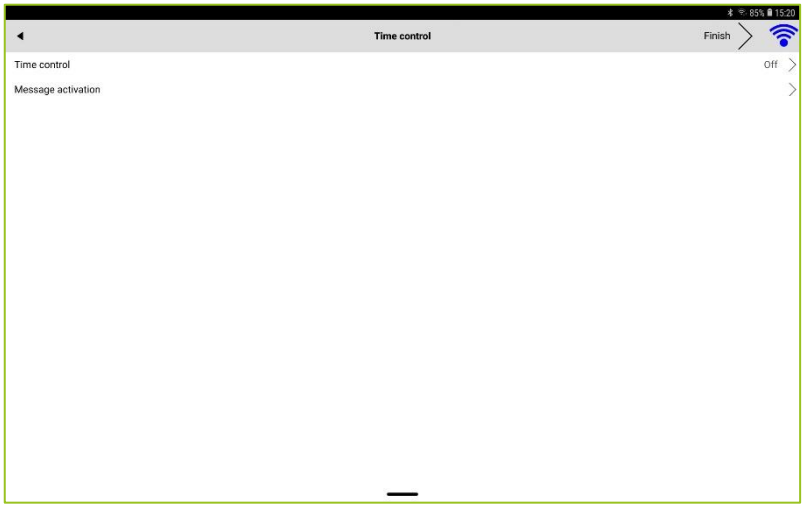

Figure: **Time control** screen for changing the time control.

Here you can change the time control for **Point in time** and **Astro**.

4. Tap **Finish**.

   The **Scene** screen is displayed.
   The settings are automatically saved in the **frogControl** app.

6.4 Watched groups and favorites

Watched groups are used to monitor open doors and windows. For example, if a window is open when leaving the house, the LED of the frogDisplay lights up red. You can then see directly in the frogDisplay which window is open.

Only the windows and doors that are assigned as favorites to a watched group are supervised.

You can create watched groups only in the frogDisplay.

6.4.1 Creating a group

In the first step, a watched group is created. In the second step, the windows, and doors to be monitored are added to the group as favorites.

1. Tap twice on the window or door you want to add to a group.

   Also tap twice if you want to edit an already existing group.

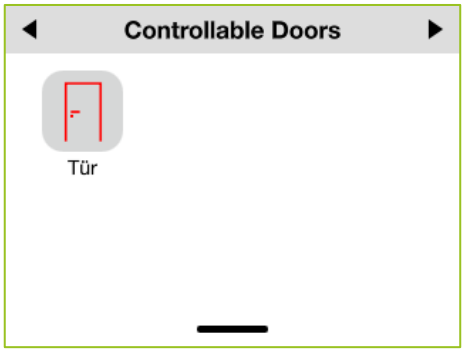

Figure: A door is to be added to a group as a favorite.

   A screen for creating a group and favorites is displayed.

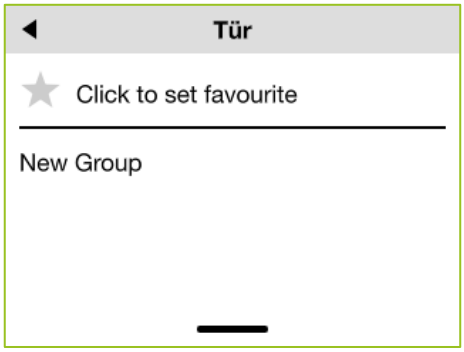

Figure: Screen for creating a group and adding a favorite

   First create a group to which you can then add individual favorites.

2. Tap **New Group**.

   The **New Group** screen is displayed.

3. Enter a group name and tap **Ok**.

   The group is displayed.

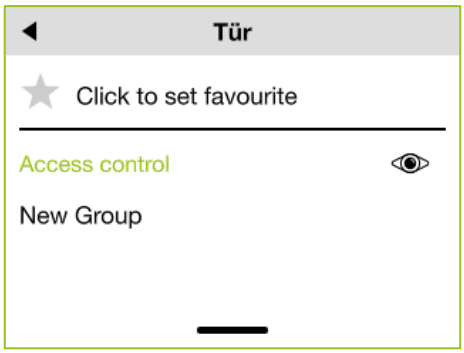

Figure: Newly created group.

If you have created several groups, you must first select a group to which you want to add the favorite.

4. Tap the group to which you want to assign the favorite.

   The group name is highlighted in green.

5. Tap **Favourite** ☆ to add the favorite to the group.

   The favorite ★ is added.

6. Tap ◀ to return to the previous screen.

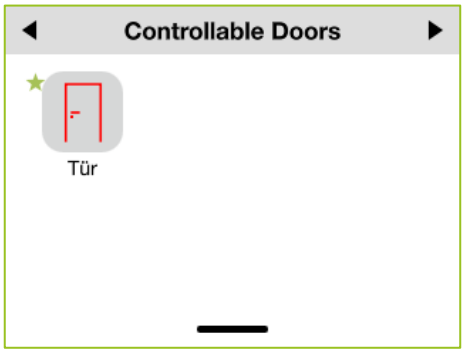

Figure: A door has been added to a group as a favorite.

The window or door for which a favorite has been created is marked with a green star ★

In the next step you can activate the group with the added favorites.

6.4.2 Activating a group

1. Tap twice on a window or door that has already been added to a group as a favorite.

   A screen with the available watched groups is displayed.

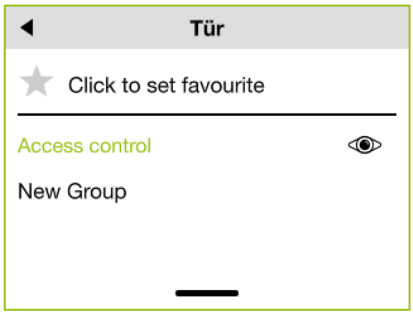

Figure: Available groups.

2. Tap  to activate a group.

   The group is activated and the  icon is displayed in the menu bar.

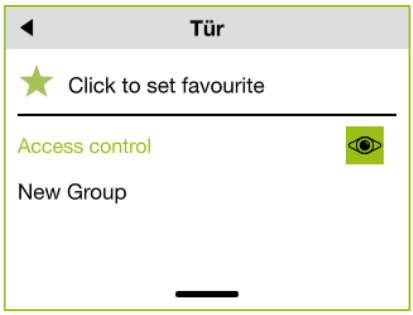

Figure: Activated group.

3. Tap **Watches Functions** in the **Menu**, to display all watched groups.

   When the LED of the frogDisplay is red, it indicates which window or door is open.

   The **Watched Groups** screen is displayed.

Figure: **Watched Groups** screen.

Deleting groups

Tap on a group entry and swipe to the left. The group entry is highlighted in red. Tap the recycle bin  to delete the group.

6.5 Setup

You can make the settings for the **frogControl** app in the **Settings** screen. You can access the setup via the **Menu**.

The setting options differ for the **frogControl** app on Android and iOS devices and for the **frogControl** app on the frogDisplay.

Figure: **Settings** screen.

The **Settings** screen of the **frogControl** app provides you with the following functions:

- **General:** Provides the following setting options:
  - **Location:** Here you can define the room whose configurations are displayed in the views.
    For information on defining the location settings, see → *Location, page 56*.
  - **Geo location:** Here you can set the location of the frogDisplay, also via longitude and latitude.
  - **Language:** Here you can set the language to be displayed in the interface.
  - **Start page:** Here you can define whether the project list or the last opened project should be displayed on the start page.
  - **Tablet name**: Name of the tablet so that it can be uniquely identified.
  - **About:** Shows the version of the **frogControl** app.
- **Display:** Provides the following setting options:
  - **Background:** Here you can choose between three backgrounds to be displayed in the **frogControl** app.
  - **Menu bar**: Here you can specify which menu pages should be displayed. You can also specify which page should be displayed when the Home button is pressed.
  - **Enable color wheel**: Activates the color wheel for some control elements.
  - **Enable tile wheel**: Activates the tile view on the menu pages.

- **Network:** Provides the following setting options:
  - **Direct Connection**: Here you can configure a remote access to the frogblue system so that it can be operated remotely (for example from your workplace).
    For information on the remote access, see → *Direct connection, page 58.*
  - **Message Log:** The received Bluetooth® messages are logged here.
- **Permissions:** Provides the following setting options:
  - **Login:** Shows who is logged on to the **frogControl** app. Here you can also change the user.
  - **Master Pin:** Here you can define a master PIN that enables you to leave the keypad view. For information on the keypad, see → *Keypad: Control access, page 68.*
- **Project:** Provides the following setting options:
  - **Close Project:** Here you can close the current project.
  - **Change project**: Here you can import a project that you have created with the **frogProject** app.
    For information on importing projects, see → *Importing a* project*, page 11.*
- **Save config:** Here you can save the configuration locally in the **frogControl** app.

In addition, the following setting options are available in the frogDisplay:

- **General:** Provides for the frogDisplay the following setting options:
  - **Date & Time**: Here you can define with which device the date and time is synchronized with. In addition, the location can be specified, also using the longitude and latitude.
  - **Audio**: Here you can adjust the volume at which sounds are played.
  - **Temperature**: Here you can set the temperature of the location where the frogDisplay is located.
  - **Notifications**: Here you can configure when notifications are sent and with which deactivation pin they can be deactivated.
    For information on configuring the settings for notifications, see → *Notifications, page 67.*
- **Display:** Provides for the frogDisplay the following setting options:
  - **Brightness**: Here you can define whether and how the brightness of the frogDisplay is to be adjusted.
  - **Screensaver**: Here you can define the settings for the screen saver of the frogDisplay.
  - **Proximity sensor**: Here you can activate the proximity sensor and define its sensitivity.
  - **Room control view**: Here you can control some settings for the behavior of the display in the room controller.
    For information on configuring the settings for notifications, see → *Room control view, page 57.*

- **Network:** Provides for the frogDisplay the following setting options:
    - **Bluetooth**: The MAC address of frogDisplay is shown here.
    - **WLAN**: Here you can configure the access to a WLAN. The access to a WLAN is necessary if you want to import a project to a frogDisplay.
      For information on configuring the WLAN, see → *WLAN, page 60.*
    - **Telephone (SIP)**: Here you can configure the data for a SIP telephone provider.
      For information on configuring the Telephone (SIP), see → *Telephony (SIP), page 66.*
    - **Email:** Here you can enter the configuration for SMTP servers so that the notifications can be sent by e-mail.
    - **Bridge:** Here you can transfer the messages and commands from a frogDisplay to another frogDisplay via WLAN, that means without a Bluetooth® connection.
      For information on the Bridge mode, see → *Bridge, page 61*.
    - **Remote control (SIP)** Here you can configure a remote control for the frogDisplay if you dial into the frogDisplay by phone.
      For information on the remote control, see → *Remote control (SIP), page 64.*
    - **WLAN Access point**: Here you can temporarily set up a WLAN to perform software updates on the frogDisplay
      For information on the remote control, see → *WLAN Access* point*, page 62.*
- **Permissions:** Provides for the frogDisplay the following setting option:
    - **Users:** Here you can add users (with **Username** and **Password**) and control who has access to the **frogControl** app.
- **Reboot:** Enables the reboot of the frogDisplay.
- **Factory reset:** You can reset the frogDisplay here. This will delete all settings and configurations.

6.5.1 Location

In the **Location** screen, you can define the room that is to be displayed in the views by default.

1. In the **Menu**, tap **Setup** and then **General**.
2. Tap **Location**.

   The **Location** screen is displayed.

   All rooms configured for the project are listed.

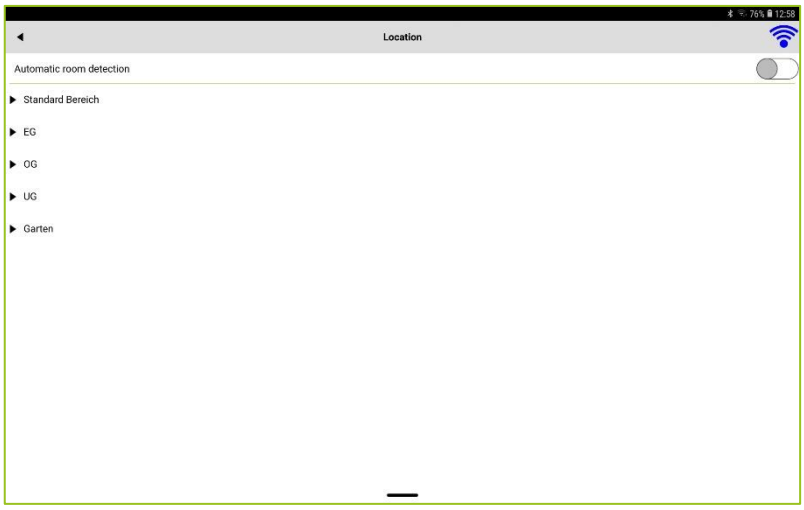

Figure: **Location** screen.

3. Tap the room that is to be displayed by default in the views.

   The selected room is highlighted in green.

Note

If you activate **Automatic room detection**, the room changes depending on where the device is located on which the **frogControl** app is installed.

The settings are automatically saved in the **frogControl** app.

6.5.2 Room control view

In the **Room control view** you can make some settings for the behavior of the display in the room controller.

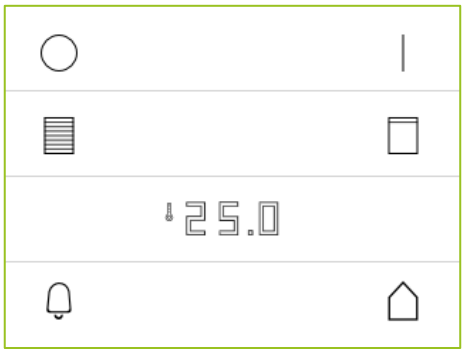

Figure: Room controller.

1. In the **Menu**, tap **Setup** and then **Display**.
2. Tap **Room control view.**

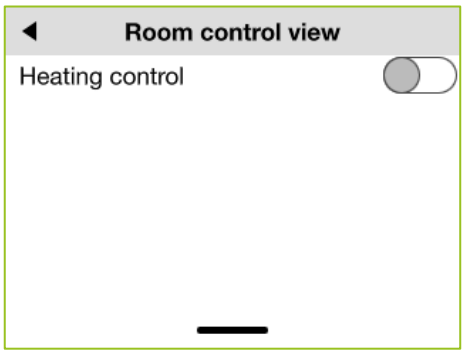

Figure: **Room control view** screen.

The following setting is possible:

Heating control: Activates the heating control so that the temperature of the corresponding room can be temporarily adjusted. When changing the weekly program, the temperature from the heating settings is used again.

6.5.3 Direct connection

Direct Connection allows you to control a frogblue system even when you are not on site.

Direct connection is either via port forwarding or via a VPN (port 8883).

1. In the **Menu**, tap **Setup** and then **Network**.
2. Tap **Direct Connection**.

   The **Direct Connection** screen is displayed.

Figure: **Direct Connection** screen.

The following configuration options are available:

Direct Connection: Activation of the direct connection.

Home Network: The home WLAN. This specification is required to distinguish between a **Remote Access Points** and a **Public Address**.

Direct Connection Access Points: The address or the frogDisplay which is used to access the local WLAN.

Public Address: Public IP address that can be accessed from outside if the mobile device is not located in home WLAN.

6.5.4 Switching to a project

You can switch to another project and open it if you have imported multiple projects.
For information on importing projects, see → *Importing a project, page 11.*

1. In the **Menu**, tap **Setup** and then **Project**.
2. Tap **Switch Project**.

   The **frogControl** screen is displayed.

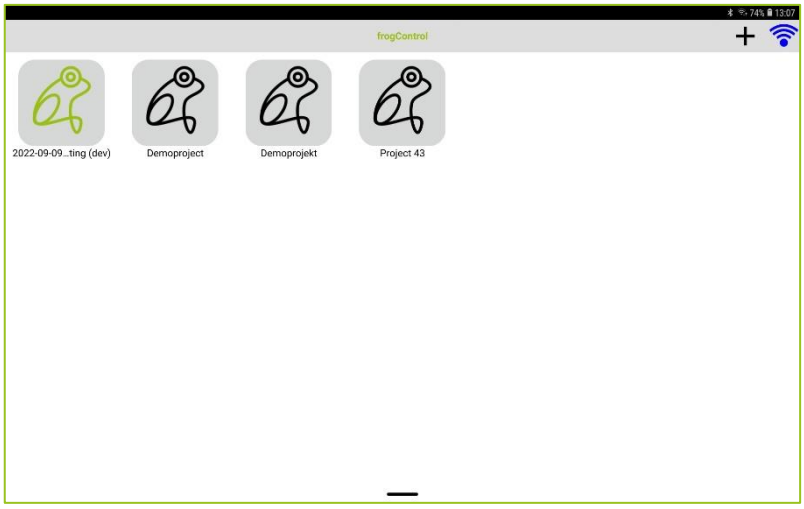

Figure: **frogControl** screen.

3. Tap the project you wish to open.

   The selected project is opened in the **frogControl** app.

6.5.5 Save config

The settings of the **frogControl** app are saved automatically by default. However, you can also save the configurations explicitly.

Note

You do not need to save and back up data on the tablet where the app is installed and which you have used to configure the frogs. The configuration data is stored in the frogs.

6.5.6 WLAN

In the frogDisplay you can configure access to a WLAN.

Access to a WLAN is required to import projects or to update the **frogware** of the frogDisplay. You can also access the frogblue system from remote.

1. In the **Menu**, tap **Setup** and then **Network**.
2. Tap **WLAN**.
3. Activate the slider for WLAN.

   All WLANs within range are displayed.

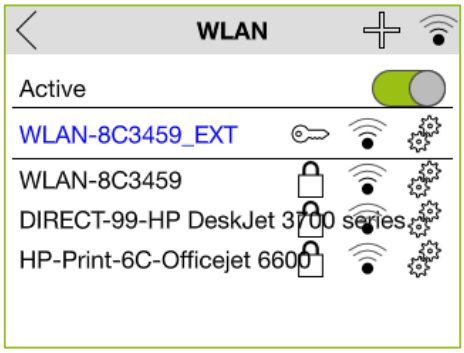

Figure: **WLAN** settings.

4. Tap the WLAN you wish to use.
5. Tap **Password** to enter the WLAN password and enter the WLAN password.
6. Tap **Connect**.

   If the connection is successful, the WLAN name is highlighted in green.

6.5.7 Bridge

In bridge mode one frogDisplay can connect to another frogDisplay via WLAN and tunnels the Bluetooth® messages. This allows for example to connect two parts of a building, even if there is no Bluetooth® connection between the two parts of the building.

1. In the **Menu**, tap **Setup** and then **Network**.
2. Tap **Bridge**.

   Der **Bridge** screen is displayed.

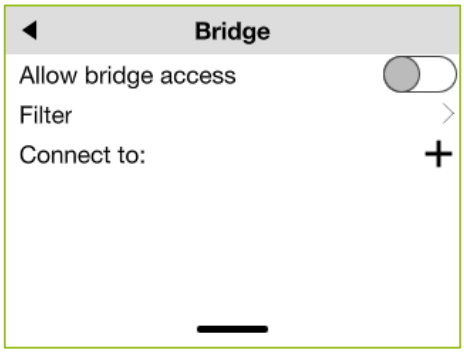

Figure: **Bridge** settings.

3. Activate **Allow bridge access**.

   With **Filter** you can define which signals should be exchanged with the connected frogDisplay.

4. Tap **Connect to** ✛
5. Select the frogDisplay with which a connection should be established in bridge mode.

Note

Make sure that you do not configure a loop!

The following configuration is possible, for example:

A -> B -> C

The following configurations are not possible, for example:

A -> B -> A

A -> B -> C -> A

6.5.8 WLAN Access point

If no WLAN is available or the access data of the WLAN is not known, you can temporarily set up an access point.
You can then update the frogware of the frogDisplay or upload a project configuration via the set-up access point.

1. In the **Menu**, tap **Setup** and then **Network**.
2. Tap **WLAN Access point.**
3. Activate the slider for the access point.

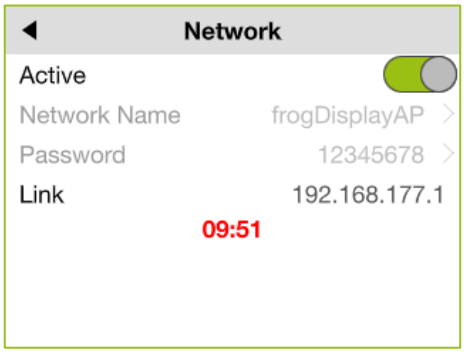

Figure: Activated access point.

A WLAN with the name **frogDisplayAP** is initially set up for ten minutes.

Now you can connect your computer with frogDisplay via WLAN **frogDisplayAP**.

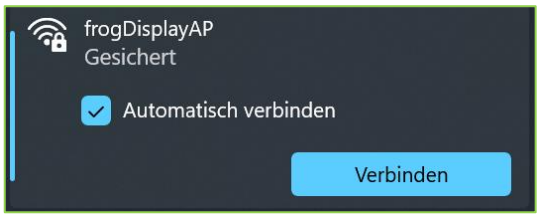

Figure: Connect with the **frogDisplayAP** network (Windows 10).

4. Click **Connect**.
5. Enter the following the network key: **greenfrog**

   Once the connection is established, the access point remains activated for another 30 minutes.

   Now you can access the frogDisplay from your computer via a browser.
6. Start a browser on your computer.
7. Enter the following IP address in the address bar of the browser: **192.168.177.1**

   A dialog window for entering a user name and password is displayed.

Note

When updating the frogware of the frogDisplay for the first time, the access data are as follows:
User name: **frogblue**
Passwort: **greenfrog**

For further, subsequent updates, the access data will then be as follows:
User name: **frogblue**
Passwort: *<project password>*

The project password corresponds to the password of the project uploaded to the frogDisplay.

8. Enter the user name and password.

   A warning for the security of the certificate is displayed.

9. Ignore the warning for the certificate and load the web page.

10. Enter the user name and password again.

    The **Overview** page is displayed.

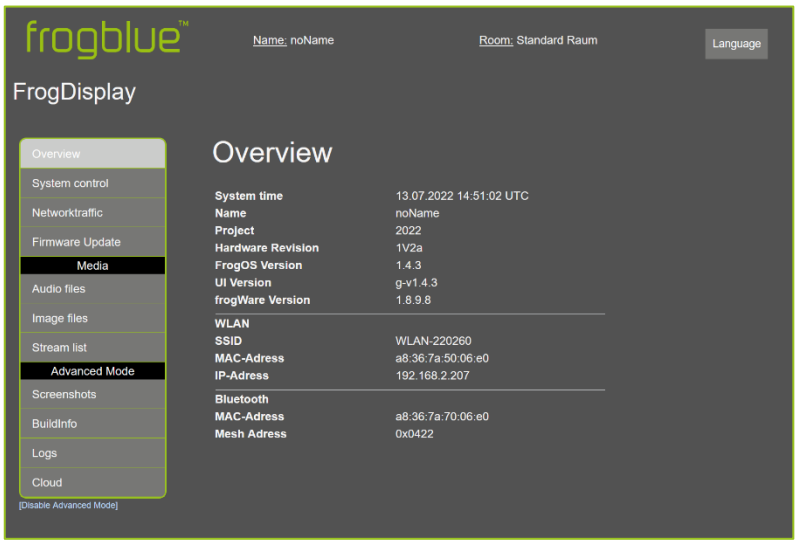

Figure: **Overview** page.

11. Click **Firmware Updates** if you want to update the frogware of the frogDisplay.

    You can update the frogware on the **frogOS Firmware Update** page.

12. Click **System control** if you want to upload a project configuration.

    On the **System Control** page, you can upload a project configuration.

    After you have made the updates, deactivate again the Access point in the frogDisplay.

6.5.9 Remote control (SIP)

In the frogDisplay you can configure a remote control if you dial into the frogDisplay by phone.

The entered phone numbers are the released numbers that can dial in. You can enter only a single phone number or only a part of a phone number.

1. In the **Menu**, tap **Setup** and then **Network**.
2. Tap **Remote control (SIP)**.
3. Tap **Add Remote Control** ✛

   The **Remote Control** screen is displayed.

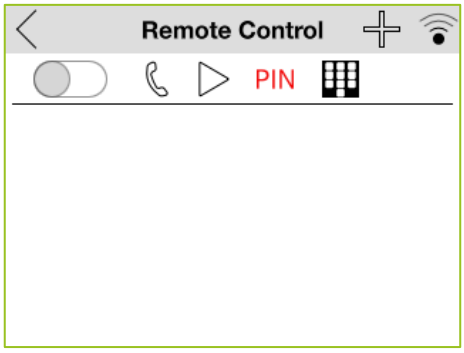

Figure: **Remote Control** screen.

The following configuration for a notification is possible:

Profile: Here you can set which telephone number is to be called in case of a notification (with repetition).

Trigger: Here you can set which trigger will initiate a notification.

Audio file: Here you can select an audio file to be played in case of a notification. If no audio file is available, you can also record an audio file by clicking and holding.

PIN: Here you can define a pin that must be entered to confirm a notification.

Remote control: Here you can define which messages should be sent to the entered number.

4. Configure the remote control.

The following predefined remote control commands are available:

Command	Function	Parameters within 3 seconds	Parameter function	Comments
*1#	Light central	0#/1#/#	Off/On	„#“ without digit input returns current status
*2#	Roller shutter central	0#/1#/#/xx#	Up/Down/xx%	„#“ without digit input returns current status
*3#	Door	0#/1#	Open door	
*5#	Audio	0#/1#/#2/3#/4-9#	0 - Audio 1 - Hear 2 - Announcement 3 - Intercom	
*8#	Trigger line	1-24# (0#/#)	Off for x hours (0: switch off)	Only when calling to phone
*9#	Notification	1-24# (0#/#)	Off for x hours (0: Off/on)	

When you dial into the frogDisplay by phone, the configured messages are sent.

6.5.10 Telephony (SIP)

In frogDisplay you can make the settings for activating SIP calls.

With the help of the SIP-Telephony, calls can be made via IP networks or even conventional telephone networks. This requires a SIP server – also called SIP registrar, – which is the most important component of an IP telephone system. Access to the SIP server is by means of a username and password.

1. In the **Menu**, tap **Setup** and then **Network**.
2. Tap **Telephone (SIP)**.

   The **Telephone (SIP)** screen is displayed.

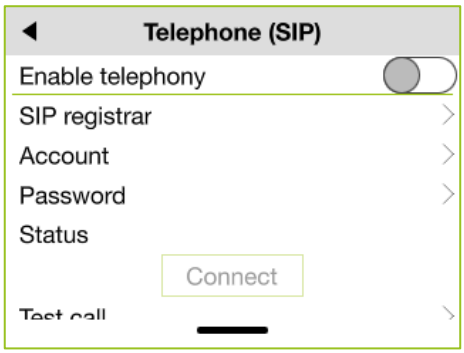

Figure: **Telephone (SIP)** settings.

   Here you can enter the data for the SIP Registrar as well as the relevant access data.

3. On the **Telephone (SIP)** screen, tap **SIP registrar** and enter the data for the SIP registrar.
4. Tap **Account** to enter the username for the SIP registrar.
5. Tap **Password** to enter the password for the SIP registrar.
6. Activate the slider for **Enable telephony.**

   This enables you to use telephony (SIP) for notifications.
   For information on notifications, see → *Configuring notifications in the frogDisplay, page 71.*

6.5.11 Notifications

In the frogDisplay you can define when notifications are activated and with which **Deactivation Pin** they can be deactivated.

Tap **General** in the **Settings** screen, and then tap **Notifications**.

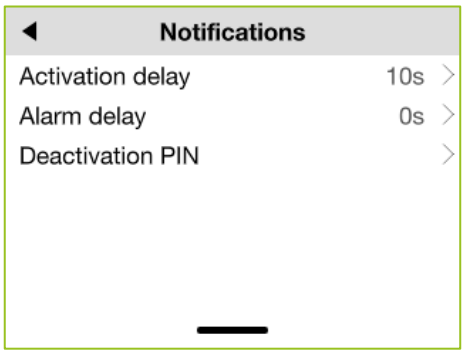

Figure: **Notifications** screen.

The following settings are possible:

Activation delay: Defines the time after which notifications are activated after the alarm has been activated.

Alarm delay: Defines the period after which alarms are triggered.

Deactivation PIN: Sets the PIN that can be used to disable notifications.

6.5.12 Factory reset

In the frogDisplay, you can delete all settings and configurations via **Factory reset**.
The data cannot be restored!

1. In the **Menu**, tap **Setup** and then **Factory reset**.

   A dialog box for resetting the frogDisplay is displayed.

2. Tap **Reset**.

   All configuration data is deleted.

7 Keypad: Control access

You can control access to switches via the keypad.

The first step is to create a master PIN to activate the keypad. With the master PIN you can also leave the keypad view.

In the second step you can assign an individual pin code to each switch.

7.1 Setting the master PIN

A master PIN used to activate the keypad. With the master PIN you can also leave the Keypad view.

1. In the **Menu**, tap **Setup** and then **Permissions**.
2. Tap **Master Pin**.

   The **Master Pin** screen is displayed.

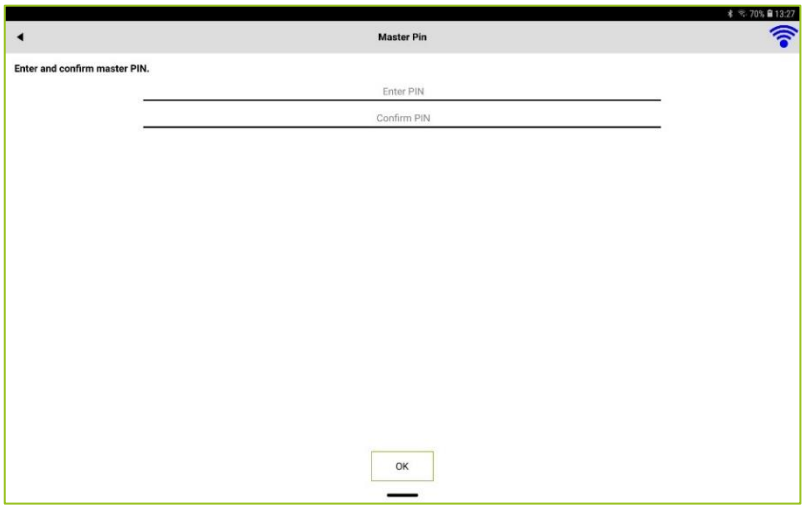

Figure: **Master Pin** screen.

3. Enter a pin code in the **Enter PIN** input field.
4. Enter a pin code once again in the **Confirm PIN** input field.
5. Tap **OK**.

   The master PIN is saved.

7.2 Configuring a pin code

Before you can set a pin code for a switch, a master PIN must first be defined, → *Setting the master PIN, page 68.*

1. In the menu bar, tap **Switch view**

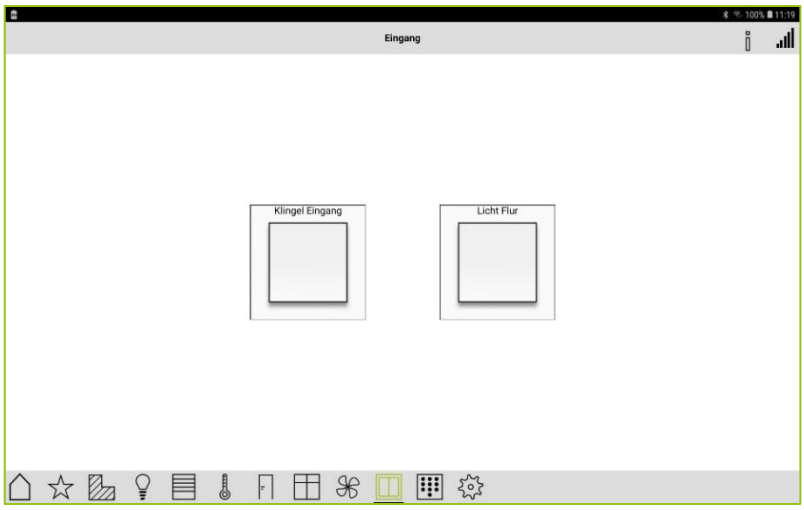

Figure: Switch view.

2. In the menu bar, tap **Configure pin code**

   The menu bar begins to flash.

Note
If you tap **Configure pin code** for about two seconds, the **Keypad configuration** screen is displayed. Here, all created pin codes are list, which can also be changed here.

3. Tap the switch to which you wish to assign a pin code.

   The **Pincode** screen is displayed.

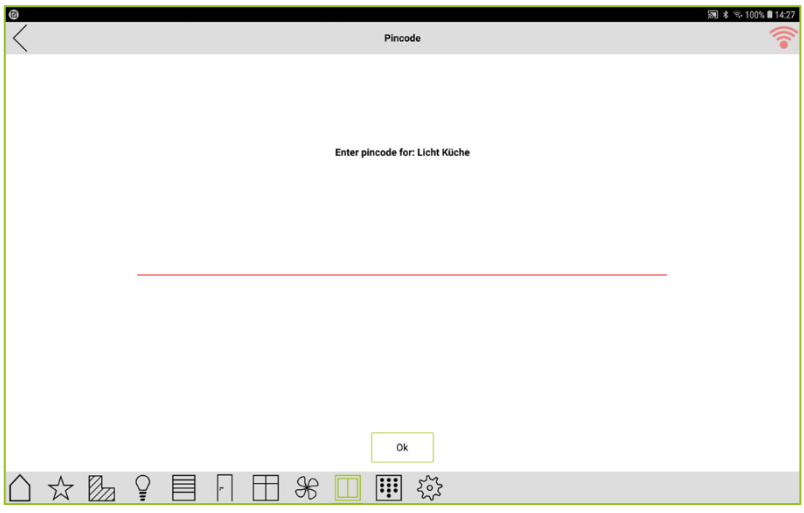

Figure: **Pincode** screen.

4. Enter a pin code.

5. Tap **OK**.

   The pin code is assigned to the switch.

You can now enter the pin code in keypad view to enable a switch.

1. Tap **Keypad** in the menu bar.

   The **Keypad Configuration** screen is displayed.

2. Tap **Keypad**.

   The Keypad view is displayed.

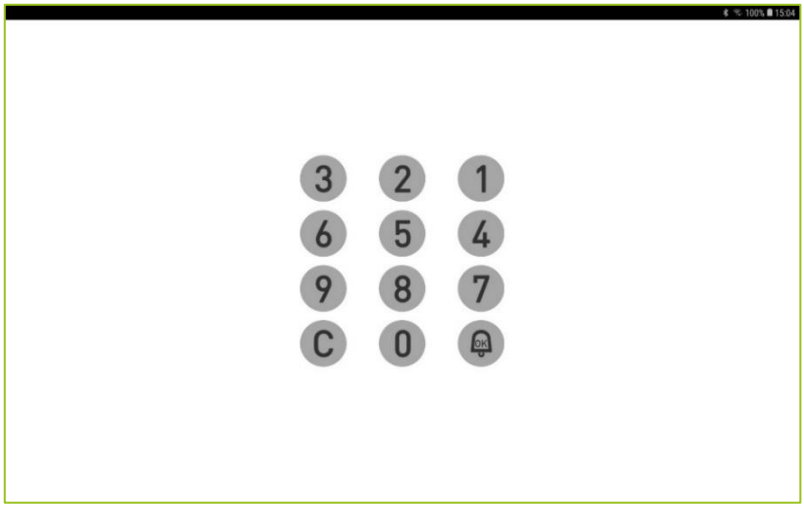

Figure: Keypad view

3. Enter a pin code to enable the switch.

   — or —

3. Enter the master PIN to leave the keypad view again.

8 Configuring notifications in the frogDisplay

In the frogDisplay you can activate and configure notifications.

A notification can be made via a phone call, by e-mail or by optical signals on a connected video camera.

When you are notified of a telephone call, you must first configure the telephone provider in the **Settings.**
For information on configuring the telephony (SIP), see → *Telephony (SIP), page 66.*

You can configure when notifications are activated and with which deactivation PIN they can be deactivated in the **Settings**.
For information on configuring settings for notifications, see → *Notifications, page 67.*

You can configure and activate notifications on the start page of the project.

1. In the title bar, long tap **Notification** .

   The **Notifications** screen is displayed.

2. Tap **Add notification**

   The following notification types are available:

   Call: Notification by a telephone call.

   Email: Notification by an E-mail. To do this, the e-mail server settings and the e-mail address must be configured in the **Setup**.

   Push Notification: Notification that can be sent to a device.

   Video: Notification by optical signal via a video camera. Therefore, a video camera must be configured in the frogDisplay → *Configuring video sources page 73.*

3. Tap **Call**.

   The **Notification** screen is displayed.

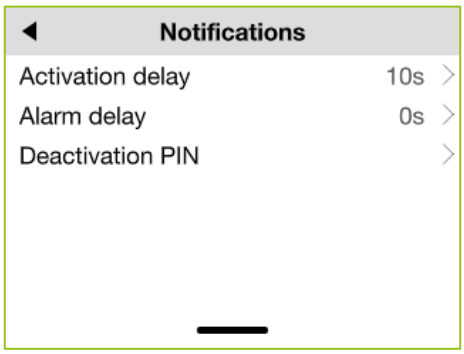

Figure: **Notifications** settings.

The following configurations are possible for a notification:

Phone profile: Here you can set which phone number is to be called in the event of a notification.

Trigger: Here you can set which trigger is to trigger a notification.

Audio file: Here you can select an audio file to be played in the event of a notification. If no audio file is available, you can also record an audio file by means of a long click.

PIN: Here you can define a pin that has to be entered to confirm a notification.

Remote control: Here you can define which messages are to be sent to the number entered.

Filter: Here you can define pins that trigger certain messages.

4. Configure the notifications.

5. Tap **Notification** in the title bar to activate the notifications.

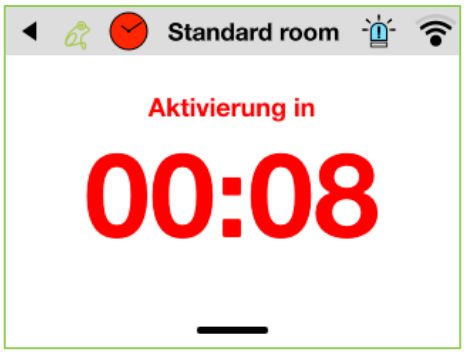

Figure: Activation of a notification.

9 Configuring video sources

In the frogDisplay you can configure a video camera as input.

1. In the menu bar, tap **Camera** .

   The **Video source** screen is displayed.

2. Tap **Add video source**

   The **Add video sources** screen is displayed.

3. Tap **Add manually**.

   The **Video settings** screen is displayed.

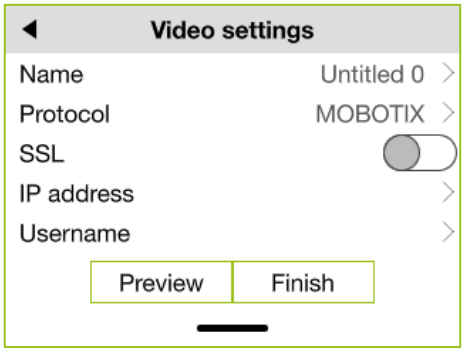

Figure: **Video settings** screen.

The following configurations are possible for a video source:

Name: Name of the camera or video source.

Protocol: The protocol by which the data is transferred from the video source to the frogDisplay.

SSL: Option for encrypted transmission.

IP address: IP address of the video source.

Username: The username to login to the camera.

Password: The password to login to the camera.

Framerate: Frame rate at which the video is to be recorded.

De-skew: Option to equalize the images.

4. Configure the data for the video source.

5. Tap **Finish**.

6. Tap **Play video** in the menu bar, to view the received images from the video source.

10 Backup status

In the **frogControl** app you can check the status of a project backup.

1. In the **Overview** screen, tap the frog in the title bar.

   The **Backup Status** screen is displayed.

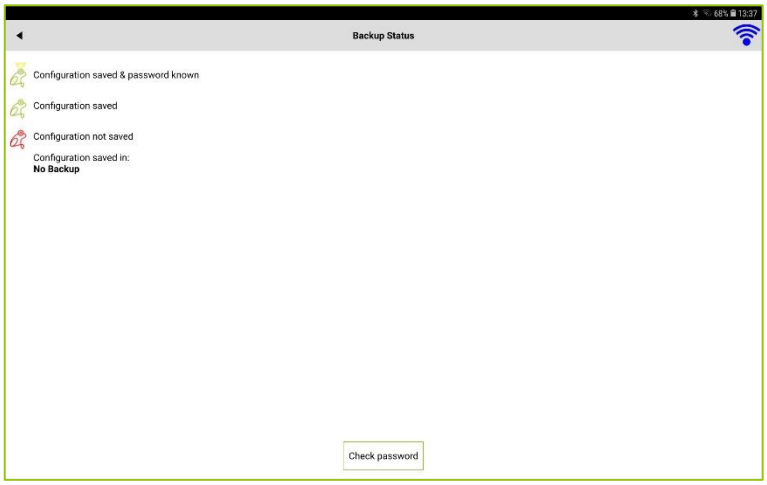

Figure: **Backup Status** screen.

2. Tap **Check password**.

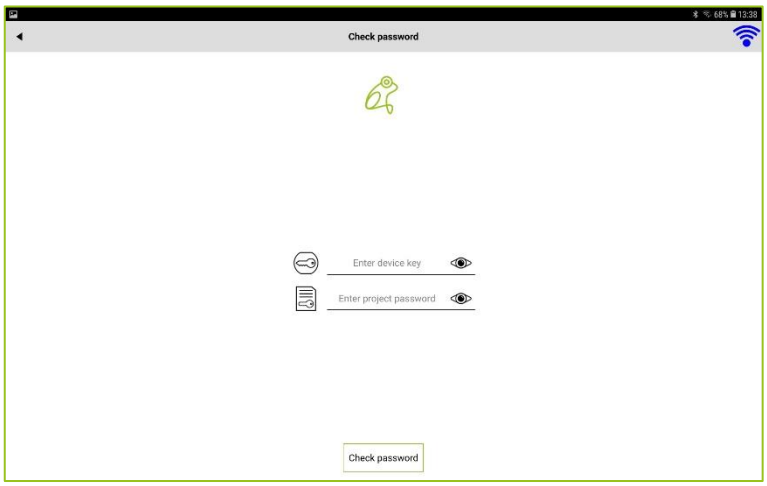

Figure: **Check password** screen.

3. Enter the device key (**Enter device key**) and the project password (**Enter project password**).
4. Tap **Check**.

   The project backup status is checked.

   The color of the frog indicates the status of the project backup:

   Green: The project backup matches the configuration of the frogs. The system is up to date.

   Red: The configuration of one or more frogs has been changed and does not match the current configuration.

11 Keyword index

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V

W