Manual created by TerrorSource for Domoticaforum.eu. Click on the link for the newest version.

Contents

1. Introduction

This manual is created to help connecting Toon Domoticz.
It is possible to retrieve the information from the Toon and show it in Domoticz after finishing this manual. It is also possible to control the Toon from Domoticz.

Toon > Domoticz
- Current temperature(environment)
- Temperature set(thermostat)
- Program set
- Scene set
- Burner information (Does the boiler is used for CV or Water Water)
- Boiler temperature

Domoticz > Toon
- Set temperature (thermostat)
- Set program
- Set scene

2. Requirements:

- Toon Thermostat, rooted
- Domoticz

3. Hardware

Within Domoticz, go to "Setup" and to "Hardware".
Check if there's a Dummy hardware added. If it isn't, add it manually.

| 4 | Dummy | Yes | Dummy (Does nothing, use for virtual sw only) Create Virtual Sensors |

4. Dummy sensors

Different Dummy sensors need to be created, these dummy's will be filled with data from the Toon via scripts (mentioned later in this document).

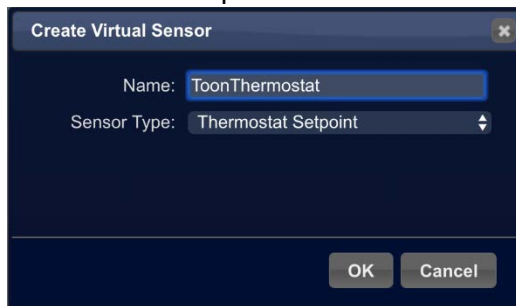A Dummy sensor can be created by pressing the "Create Virtual Sensor".

a. ToonTemperature

Create a Virtual Sensor, set the name to "ToonTemperature" and Sensor Type to "Temperature".
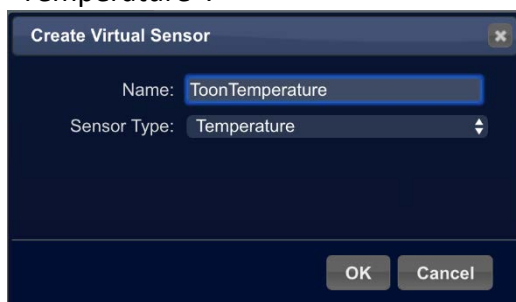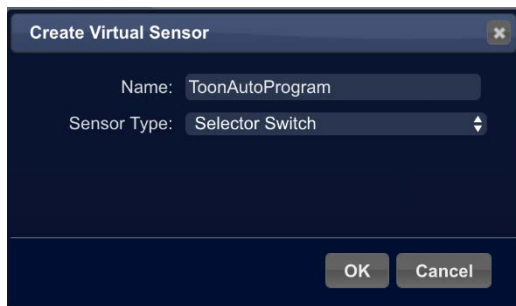
b. ToonThermostat

Create a Virtual Sensor, set the name to "ToonThermostat" and Sensor Type to "Thermostat Setpoint".
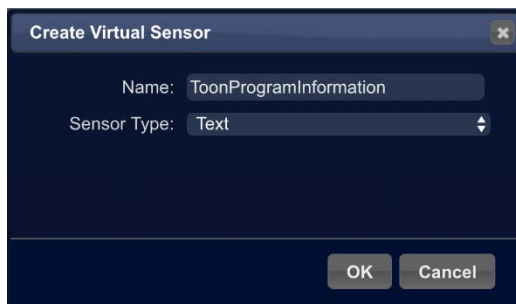
c. ToonAutoProgram

Create a Virtual Sensor, set the name to "ToonAutoProgram" and Sensor Type to "Selector Switch".

d. ToonProgramInformation

Create a Virtual Sensor, set the name to "ToonProgramInformation" and Sensor Type to "Text".

e. ToonScenes

Create a Virtual Sensor, set the name to "ToonScenes" and Sensor Type to "Selector Switch".

f. ToonIP

Create a Virtual Sensor, set the name to "ToonIP" and Sensor Type to "Text".

g. ToonBranderInfo

Create a Virtual Sensor, set the name to "ToonBranderInfo" and Sensor Type to "Selector Switch".

h. ToonBoilerTempSetpoint

Create a Virtual Sensor, set the name to "ToonTemperature" and Sensor Type to "Temperature".

Result should be the same as in the following screenshot. De content of the "Data" column might be different. These will be filled in after processing the scripts.

Hardware	^	ID	^	Unit	^	Name	^	Type	^	SubType	^	Data
Dummy		140AF		1		ToonTemperature		Temp		LaCrosse TX3		27.2 C
Dummy		00140B0		1		ToonThermostat		Thermostat		SetPoint		16.0
Dummy		000140B1		1		ToonAutoProgram		Light/Switch		Selector Switch		On
Dummy		00082098		1		ToonProgramInformation		General		Text		Op 16°
Dummy		000140B3		1		ToonScenes		Light/Switch		Selector Switch		On
Dummy		00082100		1		ToonIP		General		Text		192.168.192.13
Dummy		000140B5		1		ToonBranderinfo		Light/Switch		Selector Switch		Off
Dummy		140B7		1		ToonBoilerTempSetpoint		Temp		LaCrosse TX3		6.0 C

The "ToonIP" Text sensor need to be filled with the IP-address of the Toon before proceeding to the scripts.

Go to "Devices" under "Setup" and write down the IDX number of the "ToonIP" sensor. The IDX value is located at the beginning of the line.

The IP-address of Domoticz and Toon are also needed.

Edit the link below with the correct IDX value of the "ToonIP" sensor, the IP-address of Domoticz and the IP-address of the Toon.

Replace 192.168.x.x with the IP-address of Domoticz.
Replace IDXnr with the IDX number of the "ToonIP" Text-sensor.
Replace 192.168.y.y with the IP-address of the Toon.

http://192.168.x.x:8080/json.htm?type=command&param=udevice&idx=IDXnr&nvalue=0&svalue=192.168.y.y

It is successful if you see the message below in the web-browser. If this message is not shown then an error occurred in the link.

```
{
   "status" : "OK",
   "title" : "Update Device"
}
```

5. Setting up Sensors

Some sensors require additional settings to control the Toon:

Go to the tab "Sensors" within Domoticz.

a. ToonAutoProgram

Press "Edit" at the "ToonAutoProgram" sensor .
Set "Hide Off Level" to "OFF".
Edit the "Level Names" to:
0   Off
10 No
20 Yes
30 Temporary

Edit the "Level Action" to the following, use the IP-address of the Toon.
0
10 http://192.168.y.y/happ_thermstat?action=changeSchemeState&state=0
20 http://192.168.y.y/happ_thermstat?action=changeSchemeState&state=1
30

Press "Save" to save the settings.

b. ToonScenes

Press "Edit" at the "ToonScenes" sensor.
Set "Hide Off Level" to "OFF".
Edit the "Level Names" to:
0   Off
10 Away
20 Sleep
30 Home
40 Comfort
50 Manual

Edit the "Level Action" to the following, use the IP-address of the Toon.
0
10 http://192.168.y.y/happ_thermstat?action=changeSchemeState&state=2&temperatureState=3
20 http://192.168.y.y/happ_thermstat?action=changeSchemeState&state=2&temperatureState=2
30 http://192.168.y.y/happ_thermstat?action=changeSchemeState&state=2&temperatureState=1
40 http://192.168.y.y/happ_thermstat?action=changeSchemeState&state=2&temperatureState=0
50 http://192.168.y.y/happ_thermstat?action=setSetpoint&Setpoint=60

Press "Save" to save the settings.

c. BranderInfo

Press "Edit" at the "ToonBranderInfo" sensor.
Edit the "Level Names" to:
0   Off

> 10 CV
> 20 WW
>
> Press "Save" to save the settings.

6. User variables

User Variables needs to be created within Domoticz. This can be done via "Setup", "More options" and then "User variables".

Create the sensors as seen in the screenshot below.
Set the "UV_ToonIP" to the IP-address of the Toon.
Set the "UV_DomoticzIP" to the IP-address of Domoticz.

Idx	Variable name	Variable type	Current value
10	UV_ToonBoilerTempSetpointSensorName	String	ToonBoilerTempSetpoint
9	UV_ToonBurnerName	String	ToonBranderinfo
8	UV_DomoticzIP	String	192.168.192.12
7	UV_ToonThermostatSensorName	String	ToonThermostat
6	UV_ToonIP	String	192.168.192.13
5	UV_ToonTemperatureSensorName	String	ToonTemperature
4	UV_ToonScenesSensorName	String	ToonScenes
3	UV_ToonChangedByDomoticz	Integer	0
2	UV_ToonAutoProgramSensorName	String	ToonAutoProgram
1	UV_ToonProgramInformationSensorName	String	ToonProgramInformation

Showing 1 to 10 of 10 entries

7. Scripts

Scripts must be added in "Events" under "More Options" within "Setup".

a. Toon script

1. Click on "New".
2. Set the "Event name" to: Toon
3. Choose "LUA".
4. Choose "Device".
5. Set the "Event active" to ON.
6. Remove everything in the left block zo it's completely empty.
7. Copy the content of the "Toon_script.txt" file to the left block in Domoticz and press "Save".
8. Read line 33 and edit the platform if needed. Press "Save" when done editing.

b. ToonThermostat script

1. Click on "New".
2. Set the "Event name" to: ToonThermostat
3. Choose "LUA".
4. Choose "Device".
5. Set the "Event active" to ON.
6. Remove everything in the left block zo it's completely empty.
7. Copy the content of the "ToonThermostat_script.txt" file to the left block in Domoticz and press "Save".

c. ToonSetpoint script
   1. Click on "New".
   2. Set the "Event name" to: ToonSetpoint
   3. Choose "LUA".
   4. Choose "Device".
   5. Set the "Event active" to ON.
   6. Remove everything in the left block zo it's completely empty.
   7. Copy the content of the "ToonSetpoint_script.txt" file to the left block in Domoticz and press "Save".

8. Testing

After creating all Dummy sensors, User Variables and adding the script's it is now possible to see the data of the Toon within Domoticz and changing the Toon from within Domoticz.

Within tab "Temperature" it's possible to read the environment temperature of the Toon in the "ToonTemperature" sensor.
The sensor "ToonBoilerTempSetpoint" will show the temperature of the Boiler

Within tab "Utility" it is possible to set the temperature of the Toon by editing "ToonThermostat" sensor. The temperature should be send to the Toon within seconds.
The sensor "ToonProgramInformation" will show the temperature set.
The sensor "ToonIP" will show the IP-address of the Toon you've set previously via this manual.

Within the tab "Switches" you can set the Toon to a Scene via "ToonScenes" switch. Scene "Away" or "Home" for example.
It is possible to set the program you've configured in the Toon via the "ToonAutoProgram" sensor.
The "ToonBranderInfo" will show for what the boiler is used. CV or Warm Water (WW)

The sensors ""ToonBoilerTempSetpoint" and "ToonBranderInfo" will only work if the Toon is connected via the "Modulaire" setup.