

Rules

What's a rule

A rule is a string that has the format: "if *this* then *that*". The *this* part will be called the condition of the rule and the *that* part the actions of the rule.

Examples:

- if its 10pm then turn the tv off
- if its friday and its 8am then turn the light on
- if (music is playing or the light is on) and somebody is present then turn the speaker on
- if temperature of living room is less than 15°C for 5 minutes then log "its getting cold"

The condition of a rule consists of one or more predicates. The predicates can be combined with "and", "or" and can be grouped by parentheses.

for-suffix

A predicate can have a "for" as a suffix like in "music is playing for 5 seconds" or "tv is on for 2 hours". If the predicate has a for-suffix then the rule action is only triggered, when the predicate stays true the given time. Predicates that represent one time events like "10pm" can't have a for-suffix because the condition can never hold.

Predicates

Built in

Switches

Predicate for devices that have a state like switches

- *device* is on|off
- *device* is switched on|off
- *device* is turned on|off

Examples:

- tv is on
- light is off

Presence sensors

Predicates for presence sensors like a motion detector

- *device* is present
- *device* is not present
- *device* is absent

Examples:

- my smartphone is present

Contact sensors

- *device* is opened
- *device* is closed

Variables

- *_expression* [*==*|*<*|*>*|*<=*|*>=*] *expression*

Examples:

- \$tempsetting < 42
- \$device.attribute >= \$someVar + 10

General Device attributes

Predicates for comparing device attributes like sensor value or other states.

- *attribute of device* is equal to *value*
- *attribute of device* equals *value*
- *attribute of device* is not *value*
- *attribute of device* is less than *value*
- *attribute of device* is lower than *value*
- *attribute of device* is greater than *value*
- *attribute of device* is higher than *value*

Examples:

- temperature of temperature sensor 1 is lower than 15°C
- humidity of temperature sensor 1 is greater than 60%

Device attribute watchdog

Becomes true if an attribute was not update for a certain time.

- *attribute of device* was not updated for *time*

Examples:

- temperature of temperature sensor 1 was not updated for 5 minutes

chron-Plugin

Provided by the [cron-plugin](#)

- its *time*
- its *day time*
- its *day*

Examples:

- its 8am
- its 8:00
- its friday 10pm

mobile-frontend-Plugin

- *button text* is pressed
- button *button text* is pressed

Examples:

- watch tv button is pressed

sunrise-Plugin

- its *suntime*
- its *suntime*
- its *time period* before|after *suntime*
- its before|after *suntime*

where *suntime* is "sunrise", "sunset" or any other [supported suntime event](#).

Examples:

- its sunrise
- its sunset
- its before sunrise
- its after sunset
- its 30 minutes after sunrise
- its 2h before sunset

Actions

Built in

Switches

Actions for devices that can be turned on or off:

- switch [the] *device* on|off
- turn [the] *device* on|off
- switch on|off [the] *device*
- turn on|off [the] *device*

These actions support a *for*-Suffix to switch the device back to the state before after a certain time.

Examples:

- turn tv on
- switch the light off
- switch the light on for 5 minutes

Dimmer

Actions dimmer devices.

- dim [the] *device* to *value*[%]

Examples:

- dim couch-light to 30%

Shutter/screens

Actions for shutter/screen devices:

- lower [the] *device* [down]
- raise [the] *device* [up]
- move [the] *device* up|down
- stop [the] *device*

These actions support a *for*-Suffix to stop the shutter/screen from moving after a certain time.

Examples:

- raise kitchen-screen
- lower kitchen-screen
- lower kitchen-screen for 5 seconds
- stop kitchen-screen

Logger

- log "*a string*"

Variables

- set *\$varname* to *expression*

Examples:

- set *\$tempsetting* to *\$tempsetting* + 0.5

shell-execute-Plugin

- execute "*shell-command*"

mail-Plugin

- send mail to: "*address*" subject:"*subject*" text:"*text*"

pushover-Plugin

- push title:"*title*" message:"*message*" priority:1

Development

Take a look at the [developer documentation](#) for how it works and how to implement your own

Rules

<https://pimatic.teamemo.com/Usage/Rules>

predicates and actions.