

AD-DA.ca, Home Assistant

Description

Two-way control of Home Assistant from Q-SYS over the Home Assistant WebSocket API (`ws` or `wss`). State changes are pushed by Home Assistant, so the controls follow the entities without polling.

The plugin has five modes. One plugin in `Server` mode holds the connection to a Home Assistant instance. Any number of plugins in the other modes then select that Server:

- `Entity` exposes the entities of one Home Assistant domain as Q-SYS controls.
- `Event` listens to Home Assistant events and fires events.
- `MQTT` subscribes and publishes to MQTT topics through the Home Assistant MQTT integration.
- `Assist` sends text to the Home Assistant conversation agents and returns their answer.

The Server plugin must have its Script Access set to `Script` or `All` , otherwise the other modes cannot find it. Home Assistant needs a long-lived access token, created under Profile > Security. The `Event` and `MQTT` modes need the token of an administrator, and the `MQTT` mode needs the MQTT integration of Home Assistant.

Key Features

- **Push Feedback** — Entities are subscribed on Home Assistant, every change reaches the controls as soon as it happens
- **One Connection** — A single WebSocket per Home Assistant instance, shared by every plugin of the design
- **All Main Domains** — Lights, switches, covers, climate, media players, numbers, selects, scenes, scripts, sensors and more, plus an `Any Domain` mode able to call any service
- **Only What Applies** — Controls an entity does not support are disabled
- **Events and MQTT** — Listen to and fire Home Assistant events, subscribe and publish to MQTT topics
- **Assist** — Send a sentence to a conversation agent and read its answer
- **Hidden Token** — The access token is kept in a hidden storage, the plugin only shows a mask
- **Self Healing** — Automatic reconnection and resubscription, an invalid token is never retried
- **Smooth Faders** — Knob movements are debounced (`Knob Debounce` property) and feedback is held while a fader is moving

Release Notes

2026-10 : 3.0.0.0

New Feature

- Added the `Server` mode: WebSocket connection (`ws` / `wss`) to Home Assistant with a long-lived access token, automatic reconnection and entity list
- Added the `Entity` mode: two-way control of the entities of one domain through a Server plugin, selected with `setup_server`
- Added the `Entity Domain` property with 51 Home Assistant domains and `Any Domain` to call any service
- Added the `Entity Count` property for 1 to 32 entities per plugin
- Added `entity_picture_preview_<n>` to show the picture of media players, cameras and images
- Added the `Event` mode to listen to Home Assistant events (`event_type_<n>` , `event_select_<n>` , `event_filter_<n>` , `event_received_<n>` , `event_data_<n>`) and to fire events (`event_fire_<n>`)
- Added the `MQTT` mode to subscribe (`mqtt_topic_<n>` , `mqtt_payload_<n>` , `mqtt_received_<n>`) and publish (`mqtt_publish_<n>`) through the Home Assistant MQTT integration
- Added the `Assist` mode to send text to a conversation agent (`assist_text` , `assist_response`)
- Added the `Event Count` and `Topic Count` properties
- Added a hidden storage for the access token, `connection_token` only shows a mask
- Added `entity_seek_<n>` to media players and `entity_transition_<n>` to lights
- Added the automatic disabling of the controls an entity does not support
- Added the `Knob Debounce` property to send only the value a knob settles on
- Added `entity_state_<n>` , `entity_name_<n>` , `entity_available_<n>` and `entity_attributes_<n>` on every entity

Properties

License

Type: `string`

Default Value: *(empty)*

Description: License key of the primary Core. Only in `Server` mode.

License Backup

Type: string

Default Value: (empty)

Description: License key of the backup Core. Only in Server mode.

Mode

Type: enum

Choices: Server, Entity, Event, MQTT, Assist

Default Value: Server

Description: Server connects to Home Assistant. The other modes work through a Server plugin.

Entity Domain

Type: enum

Choices: see Domains below

Default Value: Light

Description: Home Assistant domain of the entities controlled by this plugin. Only in Entity mode.

Entity Count

Type: integer

Min: 1

Max: 32

Default Value: 1

Description: Number of entities on the Controls page. Only in Entity mode.

Event Count

Type: integer

Min: 1

Max: 32

Default Value: 4

Description: Number of events on the Controls page. Only in Event mode.

Topic Count

Type: integer

Min: 1

Max: 32

Default Value: 4

Description: Number of MQTT topics on the Controls page. Only in MQTT mode.

Knob Debounce

Type: `boolean`

Default Value: `true`

Description: When enabled, a knob sends only the value it settles on, 0.1 s after its last movement. When disabled, every movement is sent to Home Assistant. Only in `Entity` mode.

Debug Print

Type: `enum`

Choices: `None`, `RX`, `TX`, `RX/TX`, `Function Calls`, `All`

Default Value: `None`

Description: Prints debug messages to the plugin's debug output. The access token is never printed.

Controls

Header

Every page starts with the same header: the plugin title, the build version, the logo and the `Status`. The title tells which plugin it is: `Home Assistant -` followed by the mode, or by the `Entity Domain` in `Entity` mode, for example `Home Assistant - Server`, `Home Assistant - Light` or `Home Assistant - MQTT`.

Status

Controls name: `Status`

Type: `Indicator-Status`

Pin Style: `Output`

Pin Name: `Status`

Description: Displays the plugin's operational status.

OK

Compromised - Entities #2 require attention

Fault - Access token refused by Home Assistant

Fault - Access token refused by Home Assistant

Connection

Protocol / Host / Port

ws

homeassistant.local

8123

Long-Lived Access Token

Home Assistant > Profile > Security

Connected

**Reconnect****Server Information**

Version

Location Name

Entities

Refresh

Watched Entities

20

Last Error

Version 3.0.0.0

Home Assistant - Light

AD-DA CA

Compromised - Entities #2 require attention

Light 1

Entity ID / Available

light.kitchen_island

Friendly Name

Kitchen Island

State

on

Power

On

Transition (s)

0.0

Brightness

74.9%

Color Temperature (K)

3000

Color (#RRGGBB)

#FFB46B

Effect

none

Color Mode

color_temp

Attributes

{"brightness":191,"effect_list":["none","colo

Light 2

Entity ID / Available

light.old_fixture

Friendly Name

State

Power

On

Transition (s)

0.0

Brightness

0%

Color Temperature (K)

1000

Color (#RRGGBB)

Effect

Color Mode

Attributes

Server Mode

Setup Page

Version 3.0.0.0
Home Assistant - Server
AD-DA CA

OK

Connection

Protocol / Host / Port
ws
homeassistant.local
8123

Long-Lived Access Token

Home Assistant > Profile > Security

Connected

Reconnect

Server Information

Version
2026.10.1

Location Name
AD-DA Showroom

Entities
139
Refresh

Watched Entities
2

Last Error

Connection

Protocol

Controls name: connection_protocol
Type: Text (combo box)
Pin Style: Input / Output
Pin Name: Connection~Protocol
Description: ws or wss .

Host

Controls name: connection_host
Type: Text
Pin Style: Input / Output
Pin Name: Connection~Host
Description: IP address or host name of Home Assistant.

Port

Controls name: connection_port
Type: Knob-Integer
Pin Style: Input / Output
Pin Name: Connection~Port
Description: TCP port, 8123 by default.

Token

Controls name: connection_token

Type: Text

Pin Style: Input / Output

Pin Name: Connection~Token

Description: Long-lived access token. Once entered, the token moves to a hidden storage and the field only shows *****. Type a new token over the mask to replace it, or clear the field to remove it.

Changing any connection control reconnects at once. A refused token is not retried until the token changes or Reconnect is pressed, because Home Assistant bans addresses after repeated failures.

Connected

Controls name: connection_connected

Type: Indicator-Led

Pin Style: Output

Pin Name: Connection~Connected

Description: On when the plugin is authenticated on Home Assistant.

Reconnect

Controls name: connection_reconnect

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Connection~Reconnect

Description: Closes the connection and opens it again.

Server Information

Version

Controls name: info_version

Type: Indicator-Text

Pin Style: Output

Pin Name: Information~Version

Description: Home Assistant version.

Location Name

Controls name: info_location

Type: Indicator-Text

Pin Style: Output

Pin Name: Information~Location Name

Description: Name of the Home Assistant instance.

Entities

Controls name: info_entities

Type: Indicator-Text

Pin Style: Output

Pin Name: Information~Entities

Description: Number of entities offered to the Entity plugins.

Refresh

Controls name: info_refresh

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Information~Refresh

Description: Reads the entity list again. Done automatically when the Home Assistant entity registry changes and when Home Assistant has finished starting.

Watched Entities

Controls name: info_watched

Type: Indicator-Text

Pin Style: Output

Pin Name: Information~Watched Entities

Description: Number of entities subscribed for the Entity plugins.

Last Error

Controls name: info_last_error

Type: Indicator-Text

Pin Style: Output

Pin Name: Information~Last Error

Description: Last error answered by Home Assistant, starting with the command or service that was called.

Entity Mode

Controls Page

Version 3.0.0.0

Home Assistant - Light

AD-DA CA

OK

Light 1

Entity ID / Available

light.kitchen_island

Friendly Name

Kitchen Island

State

on

Power

On

Transition (s)

0.0

Brightness

74.9%

Color Temperature (K)

3000

Color (#RRGGBB)

#FFB46B

Effect

none

Color Mode

color_temp

Attributes

{"supported_color_modes":["color_temp","rgb"]}

Light 2

Entity ID / Available

light.boardroom_ceiling

Friendly Name

Boardroom Ceiling

State

off

Power

On

Transition (s)

0.0

Brightness

0%

Color Temperature (K)

1000

Color (#RRGGBB)

Effect

Color Mode

Attributes

{"supported_color_modes":["brightness"],"frie

One section per entity. `<n>` is the entity number and `<Domain>` the `Entity Domain` property.

Entity

Entity ID

Controls name: `entity_id_<n>`

Type: `Text (combo box)`

Pin Style: `Input` / `Output`

Pin Name: `<Domain>~<n>~Entity ID`

Description: Entity controlled by the section. The choices are the entities of the domain known by the Server. The first choice, `(None)`, is always present and clears the selection.

Available

Controls name: `entity_available_<n>`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `<Domain>~<n>~Available`

Description: On when the Server is connected and the entity is not `unavailable`. The controls of the entity are disabled otherwise.

Friendly Name

Controls name: `entity_name_<n>`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `<Domain>~<n>~Friendly Name`

Description: Friendly name of the entity, read only.

State

Controls name: `entity_state_<n>`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `<Domain>~<n>~State`

Description: Raw state of the entity.

Attributes

Controls name: `entity_attributes_<n>`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `<Domain>~<n>~Attributes`

Description: Every attribute of the entity, as JSON.

A selected entity is never cleared by the plugin. When it does not exist on Home Assistant the Status reports its number.

Domains

The controls between `State` and `Attributes` depend on the `Entity Domain` property.

A control the selected entity does not support is disabled: for example the color controls of a light that only dims, or the single target temperature of a thermostat working with a low / high range. The plugin reads this from the `supported_features` and `supported_color_modes` attributes; an entity that does not publish them keeps every control.

Fields described as local are not sent when they change. Set them first, then use the action of the same entity.

Any Domain

Version 3.0.0.0

Home Assistant - Any Domain

AD-DA CA

OK

Any Domain 1

Entity ID / Available

binary_sensor.front_door

Friendly Name

Front Door

State

on

On / Off / Toggle

On

Off

Toggle

On

Numeric Value

0.0

Changed

Changed

Service (domain.service)

light.turn_on

Service Data (JSON)

{"brightness_pct": 40, "transition": 2}

Call Service

Call

Attributes

{"device_class": "door", "friendly_name": "Front

Home Assistant domain: any, the entity list shows every domain

► Controls

Alarm Control Panel

Version 3.0.0.0
Home Assistant - Alarm Control Panel
AD-DA CA

OK

Alarm Control Panel 1

Entity ID / Available
alarm_control_panel.office

Friendly Name
Office Alarm

State
armed_away

Code
....

Disarm / Home / Away

Disarm

Home

Away

Night / Vacation / Bypass

Night

Vacation

Bypass

Trigger

Trigger

Armed

Pending

Triggered

Attributes
{"code_format":"number","friendly_name":"Offi

Home Assistant domain: `alarm_control_panel`

► Controls

Alert

Home Assistant domain: `alert`

► Controls

Assist Satellite

Home Assistant domain: `assist_satellite`

► Controls

Automation

Home Assistant domain: `automation`

► Controls

Binary Sensor

Home Assistant domain: `binary_sensor`

► Controls

Button

Home Assistant domain: `button`

► Controls

Calendar

Home Assistant domain: `calendar`

► Controls

Camera

Version 3.0.0.0

Home Assistant - Camera

AD-DA CA

OK

Camera 1

Entity ID / Available

camera.lobby

Friendly Name

Lobby Camera

State

streaming

Power

On

Motion Detection

Enabled

Recording

Streaming

Picture URL

/api/camera_proxy/camera.lobby?token=6f1c

Picture

LOBBY 2026-10-13 14:02:11

Attributes

{"motion_detection":true,"friendly_name":"Lob

Home Assistant domain: `camera`

► Controls

Climate

Version 3.0.0.0

Home Assistant - Climate

AD-DA CA

OK

Climate 1

Entity ID / Available	climate.boardroom	
Friendly Name	Boardroom	
State	heat_cool	
Power	On	
HVAC Mode	heat_cool	
HVAC Action	heating	
Current Temperature	20.5	
Target Temperature	0.0	
Target Low / High	21.0	24.0
Current Humidity	38.0	
Target Humidity	0%	
Fan Mode	auto	
Preset Mode	comfort	
Swing Mode	off	
Attributes	{ "hvac_action": "heating", "fan_modes": ["auto",	

Home Assistant domain: climate

► Controls

Counter

Home Assistant domain: counter

► Controls

Cover

Version 3.0.0.0

Home Assistant - Cover

AD-DA CA

OK

Cover 1

Entity ID / Available

cover.boardroom_blinds

Friendly Name

Boardroom Blinds

State

open

Open / Stop / Close

Open

Stop

Close

Position

65%

Tilt Open / Stop / Close

Open

Stop

Close

Tilt Position

30%

Is Open

Moving

Attributes

{"friendly_name": "Boardroom Blinds", "current_

Home Assistant domain: [cover](#)

► Controls

Date

Home Assistant domain: [date](#)

► Controls

Datetime

Home Assistant domain: [datetime](#)

► Controls

Device Tracker

Home Assistant domain: [device_tracker](#)

► Controls

Event

Home Assistant domain: [event](#)

► Controls

Fan

Home Assistant domain: `fan`

► Controls

Group

Home Assistant domain: `group`

► Controls

Humidifier

Home Assistant domain: `humidifier`

► Controls

Image

Home Assistant domain: `image`

► Controls

Input Boolean

Home Assistant domain: `input_boolean`

► Controls

Input Button

Home Assistant domain: `input_button`

► Controls

Input Datetime

Home Assistant domain: `input_datetime`

► Controls

Input Number

Version 3.0.0.0

Home Assistant - Input Number

AD-DA CA

OK

Input Number 1

Entity ID / Available

Friendly Name

State

Value

Level

Unit

Attributes

Home Assistant domain: `input_number`

► Controls

Input Select

Version 3.0.0.0

Home Assistant - Input Select

AD-DA CA

OK

Input Select 1

Entity ID / Available

Friendly Name

State

Option

Previous / Next

Previous

Next

Attributes

Home Assistant domain: `input_select`

► Controls

Input Text

Home Assistant domain: `input_text`

► Controls

Lawn Mower

Home Assistant domain: `lawn_mower`

► Controls

Light

Version 3.0.0.0

Home Assistant - Light

AD-DA CA

Compromised - Entities #2 require attention

Light 1

Entity ID / Available

light.kitchen_island

Friendly Name

Kitchen Island

State

on

Power

On

Transition (s)

0.0

Brightness

74.9%

Color Temperature (K)

3000

Color (#RRGGBB)

#FFB46B

Effect

none

Color Mode

color_temp

Attributes

{ "brightness": 191, "effect_list": ["none", "colo

Light 2

Entity ID / Available

light.old_fixture

Friendly Name

State

Power

On

Transition (s)

0.0

Brightness

0%

Color Temperature (K)

1000

Color (#RRGGBB)

Effect

Color Mode

Attributes

Home Assistant domain: [light](#)

► Controls

Lock

Version 3.0.0.0

Home Assistant - Lock

AD-DA CA

OK

Lock 1

Entity ID / Available

lock.front_door

Friendly Name

Front Door

State

locked

Code

Locked

Locked

Open

Open

Jammed

Attributes

{"friendly_name": "Front Door"}

Home Assistant domain: lock

► Controls

Media Player

Version 3.0.0.0

Home Assistant - Media Player

AD-DA CA

OK

Media Player 1

Entity ID / Available

media_player.living_room

Friendly Name

Living Room

State

playing

Power

On

Transport

Prev

Play

Pause

Stop

Next

Playing

Volume

42%

Volume Down / Up / Mute

-

+

Mute

Source

Spotify

Sound Mode

Music

Shuffle / Repeat

Shuffle

all

Title

Clair de Lune

Artist

Claude Debussy

Album

Suite bergamasque

Position / Duration (s)

74.0

303.0

Seek

24.4%

Picture URL

/api/media_player_proxy/media_player.living_r

Picture



Suite bergamasque

Media Content ID

https://radio.example/stream.mp3

Media Content Type

music

Play Media

Play Media

Attributes

{"sound_mode": "Music", "media_artist": "Claude

Home Assistant domain: `media_player`

► Controls

Notify

Home Assistant domain: `notify`

► Controls

Number

Home Assistant domain: `number`

► Controls

Person

Home Assistant domain: `person`

► Controls

Remote

Home Assistant domain: `remote`

► Controls

Scene

Version 3.0.0.0

Home Assistant - Scene

AD-DA CA

OK

Scene 1

Entity ID / Available	scene.movie_night	
Friendly Name	Movie Night	
State	2026-10-13T21:04:11+00:00	
Activate	Activate	
Activated	Activated	
Attributes	{ "friendly_name": "Movie Night" }	

Home Assistant domain: `scene`

► Controls

Script

Home Assistant domain: `script`

► Controls

Select

Home Assistant domain: select

► Controls

Sensor

Version 3.0.0.0

Home Assistant - Sensor

AD-DA CA

OK

Sensor 1

Entity ID / Available

sensor.rack_temperature

Friendly Name

Rack Temperature

State

27.4

Numeric Value

27.4

Unit

°C

Device Class

temperature

Attributes

{ "friendly_name": "Rack Temperature", "device_c

Sensor 2

Entity ID / Available

sensor.room_occupancy_count

Friendly Name

Room Occupancy Count

State

6

Numeric Value

6.0

Unit

people

Device Class

Attributes

{ "unit_of_measurement": "people", "friendly_nam

Sensor 3

Entity ID / Available

sensor.ups_load

Friendly Name

UPS Load

State

41

Numeric Value

41.0

Unit

%

Device Class

power_factor

Attributes

{ "friendly_name": "UPS Load", "device_class": "p

Home Assistant domain: sensor

► Controls

Siren

Home Assistant domain: siren

► Controls

Sun

Home Assistant domain: sun

► Controls

Switch

Version 3.0.0.0

Home Assistant - Switch
AD-DA CA

OK

Switch 1

Entity ID / Available
switch.projector_power

Friendly Name
Projector Power

State
on

Power
On

Attributes
{"friendly_name": "Projector Power"}

Switch 2

Entity ID / Available
switch.rack_fans

Friendly Name
Rack Fans

State
on

Power
On

Attributes
{"friendly_name": "Rack Fans"}

Switch 3

Entity ID / Available
switch.lobby_sign

Friendly Name
Lobby Sign

State
off

Power
On

Attributes
{"friendly_name": "Lobby Sign"}

Switch 4

Entity ID / Available
switch.coffee_machine

Friendly Name
Coffee Machine

State
unavailable

Power
On

Attributes
{"friendly_name": "Coffee Machine"}

Home Assistant domain: [switch](#)

► Controls

Text

Home Assistant domain: [text](#)

► Controls

Text To Speech

Home Assistant domain: tts

► Controls

Time

Home Assistant domain: time

► Controls

Timer

Home Assistant domain: timer

► Controls

To-do List

Home Assistant domain: todo

► Controls

Update

Home Assistant domain: update

► Controls

Vacuum

Home Assistant domain: vacuum

► Controls

Valve

Home Assistant domain: valve

► Controls

Water Heater

Home Assistant domain: water_heater

► Controls

Weather

Home Assistant domain: `weather`

► Controls

Zone

Home Assistant domain: `zone`

► Controls

Event Mode

Controls Page

Version 3.0.0.0

Home Assistant - Event

AD-DA CA

OK

Event 1

Event Type / Subscribed

Select Event

Filter (JSON)

Received / Time

Received

Data

Fire Data (JSON)

Fire

Event 2

Event Type / Subscribed

Select Event

Filter (JSON)

Received / Time

Received

Data

Fire Data (JSON)

Fire

One section per event. `<n>` is the event number.

Event Type

Controls name: `event_type_<n>`

Type: `Text`

Pin Style: `Input` / `Output`

Pin Name: Event~<n>~Event Type

Description: Type of the Home Assistant event to listen to and to fire, for example `state_changed` or `zha_event`. Free text, it must be the exact name of the event. Empty to disable the section.

Select Event

Controls name: event_select_<n>

Type: Text (combo box)

Pin Style: Input / Output

Pin Name: Event~<n>~Select Event

Description: Copies the chosen event type to `Event Type`, then goes back to empty. The list holds the event types Home Assistant currently listens to, plus `state_changed`, `call_service`, `automation_triggered` and `script_started`. `Event Type` stays a free text field for any other type.

Subscribed

Controls name: event_subscribed_<n>

Type: Indicator-Led

Pin Style: Output

Pin Name: Event~<n>~Subscribed

Description: On when Home Assistant accepted the subscription to the event type.

Filter

Controls name: event_filter_<n>

Type: Text

Pin Style: Input / Output

Pin Name: Event~<n>~Filter

Description: Optional JSON object. An event is only kept when its data holds every value of the filter, for example `{"device_id": "5f2c9a", "command": "on"}`.

Received

Controls name: event_received_<n>

Type: Button-Trigger

Pin Style: Output

Pin Name: Event~<n>~Received

Description: Triggers each time a matching event is received.

Time

Controls name: event_time_<n>

Type: Indicator-Text

Pin Style: Output

Pin Name: Event~<n>~Time

Description: Time the last matching event was fired.

Data

Controls name: event_data_<n>

Type: Indicator-Text

Pin Style: Output

Pin Name: Event~<n>~Data

Description: Data of the last matching event, as JSON.

Fire Data

Controls name: event_fire_data_<n>

Type: Text

Pin Style: Input / Output

Pin Name: Event~<n>~Fire Data

Description: Optional JSON object sent as the data of the fired event.

Fire

Controls name: event_fire_<n>

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Event~<n>~Fire

Description: Fires an event of the Event Type on Home Assistant.

A JSON field that is not valid, or an event Home Assistant refuses, is reported by the Status with the number of the event.

MQTT Mode

Controls Page

Version 3.0.0.0
Home Assistant - MQTT
AD-DA CA

OK

Topic 1

Topic / Subscribed
☒

Received / Topic

Payload / Value

Publish / Retain

Topic 2

Topic / Subscribed
☒

Received / Topic

Payload / Value

Publish / Retain

One section per topic. `<n>` is the topic number.

Topic

Controls name: `mqtt_topic_<n>`

Type: `Text`

Pin Style: `Input` / `Output`

Pin Name: `Topic~<n>~Topic`

Description: MQTT topic to subscribe and to publish to. The wildcards `+` and `#` are accepted for the subscription.

Subscribed

Controls name: `mqtt_subscribed_<n>`

Type: `Indicator-Led`

Pin Style: `Output`

Pin Name: `Topic~<n>~Subscribed`

Description: On when Home Assistant accepted the subscription to the topic.

Received

Controls name: `mqtt_received_<n>`

Type: `Button-Trigger`

Pin Style: `Output`

Pin Name: `Topic~<n>~Received`

Description: Triggers each time a message is received.

Received Topic

Controls name: mqtt_received_topic_<n>

Type: Indicator-Text

Pin Style: Output

Pin Name: Topic~<n>~Received Topic

Description: Topic of the last message, useful with wildcards.

Payload

Controls name: mqtt_payload_<n>

Type: Indicator-Text

Pin Style: Output

Pin Name: Topic~<n>~Payload

Description: Payload of the last message.

Value

Controls name: mqtt_value_<n>

Type: Knob-Float

Pin Style: Output

Pin Name: Topic~<n>~Value

Description: Payload of the last message as a number, 0 when it is not numeric.

Publish Payload

Controls name: mqtt_publish_payload_<n>

Type: Text

Pin Style: Input / Output

Pin Name: Topic~<n>~Publish Payload

Description: Payload sent by Publish.

Retain

Controls name: mqtt_retain_<n>

Type: Button-Toggle

Pin Style: Input / Output

Pin Name: Topic~<n>~Retain

Description: Publishes the message as retained.

Publish

Controls name: mqtt_publish_<n>

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Topic~<n>~Publish

Description: Publishes the Publish Payload to the Topic. A topic with wildcards cannot be published.

Assist Mode

Controls Page

The screenshot shows the 'Home Assistant - Assist' interface. At the top, it says 'Version 3.0.0.0' and 'AD-DA CA'. Below this is a green bar with 'OK'. The main area is titled 'Assist' and contains several fields: 'Agent' (a dropdown menu showing '(Default)'), 'Language' (a text field with 'en'), 'Text' (a text field with 'Set the boardroom lights to 40' and a green 'Send' button), 'Busy / Responded' (a brown circle icon and a blue 'Responded' button), 'Response' (a text area with 'Brightness set to 40% in the boardroom.'), 'Response Type' (a text field with 'action_done'), and 'Continue / Conversation' (a green circle icon, a text field with '01JA7Q2M9XK4', and a blue 'New' button).

Agent

Controls name: `assist_agent`

Type: `Text (combo box)`

Pin Style: `Input` / `Output`

Pin Name: `Assist-Agent`

Description: Conversation agent that answers. `(Default)` uses the agent chosen in Home Assistant.

Language

Controls name: `assist_language`

Type: `Text`

Pin Style: `Input` / `Output`

Pin Name: `Assist-Language`

Description: Optional language code of the text, for example `en` or `fr`.

Text

Controls name: `assist_text`

Type: `Text`

Pin Style: `Input` / `Output`

Pin Name: `Assist-Text`

Description: Sentence sent to the agent. It is sent as soon as it is entered.

Send

Controls name: assist_send

Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Assist~Send

Description: Sends the Text again.

Busy

Controls name: assist_busy

Type: Indicator-Led

Pin Style: Output

Pin Name: Assist~Busy

Description: On while the agent has not answered. A request without answer is abandoned after 60 s.

Responded

Controls name: assist_responded

Type: Button-Trigger

Pin Style: Output

Pin Name: Assist~Responded

Description: Triggers each time an answer is received.

Response

Controls name: assist_response

Type: Indicator-Text

Pin Style: Output

Pin Name: Assist~Response

Description: Answer of the agent.

Response Type

Controls name: assist_response_type

Type: Indicator-Text

Pin Style: Output

Pin Name: Assist~Response Type

Description: action_done , query_answer or error .

Continue

Controls name: assist_continue

Type: Indicator-Led

Pin Style: Output

Pin Name: Assist~Continue

Description: On when the agent expects a reply to its answer.

Conversation

Controls name: assist_conversation

Type: Indicator-Text

Pin Style: Output

Pin Name: Assist~Conversation

Description: Identifier of the current conversation, sent with the next text so the agent keeps the context.

New Conversation

Controls name: assist_new

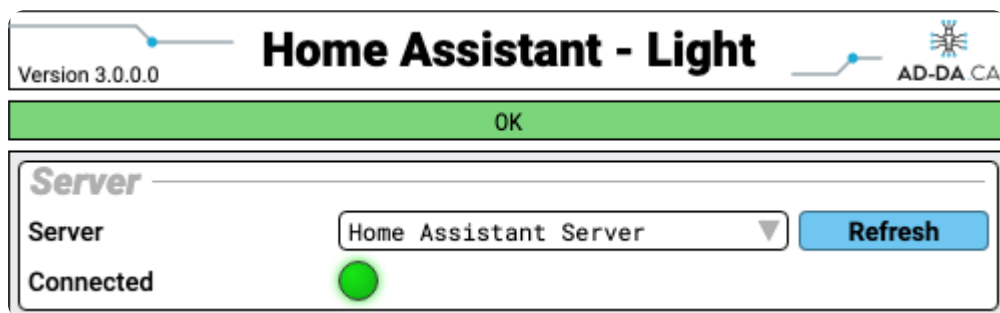
Type: Button-Trigger

Pin Style: Input / Output

Pin Name: Assist~New Conversation

Description: Forgets the current conversation.

Setup Page



The Entity, Event, MQTT and Assist modes share this page.

Server

Server

Controls name: setup_server

Type: Text (combo box)

Pin Style: Input / Output

Pin Name: Setup~Server

Description: Server plugin used to reach Home Assistant. Selected automatically when the design has only one.

Refresh

Controls name: `setup_refresh`

Type: `Button-Trigger`

Pin Style: `Input` / `Output`

Pin Name: `Setup~Refresh`

Description: Rebuilds the list of Server plugins.

Connected

Controls name: `setup_connected`

Type: `Indicator-Led`

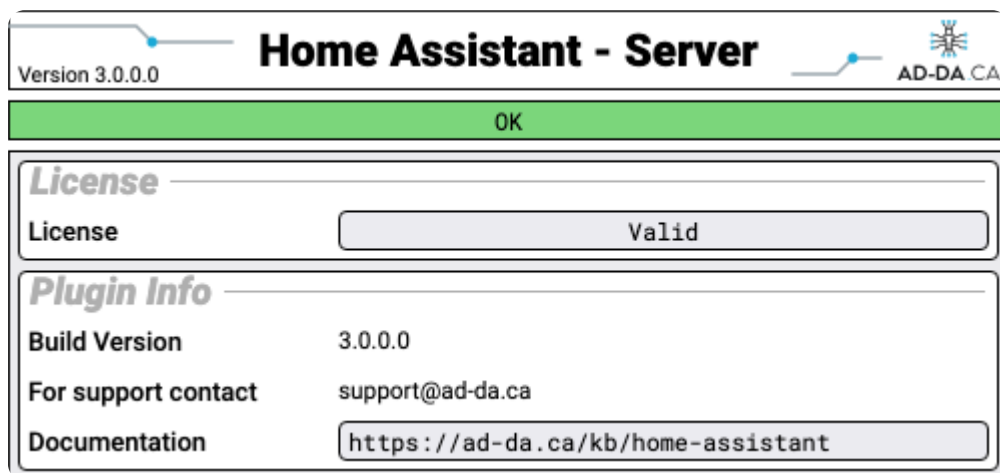
Pin Style: `Output`

Pin Name: `Setup~Connected`

Description: On when the selected Server is connected to Home Assistant.

About Page

Server mode:



License

License

Controls name: `about_license`

Type: `Indicator-Status`

Pin Style: `Output`

Pin Name: `About~License`

Description: Validity of the license: `Valid`, `Invalid` or `Emulating`. Only in `Server` mode.

Plugin Info

Documentation

Controls name: `about_doc_url`

Type: `Indicator-Text`

Pin Style: `Output`

Pin Name: `About~Documentation`

Description: Link to the plugin's documentation.