

Airtopia Plug-in for NERO Installation Guide

Version 1.1



Airtopia Enhanced Climate Control Installation

Refer also to Airtopia Installation Guidelines available from airtopia.com/downloads

Upload the plugin files

Upload the plugin files

- 1) Unzip the plugin to a local folder
- 2) Navigate to Apps > Develop apps > Luup files
- 3) Click the upload and select the following files:
 - a) D_HVAC_ThermostatAirtopia.json
 - b) D_HVAC_ThermostatAirtopia.xml
 - c) I_HVAC_ThermostatAirtopia.xml

Create the device

- 1) Make sure airtopia device is running and reachable on the local network
 - 2) Navigate to Apps > Develop apps > Create device
 - 3) Fill out the form with:
 - Device type: urn:schemas-upnp-org:device:HVAC_ZoneThermostat:1
 - Description: Bedroom (insert your label here)
 - Upnp Device Filename: D_HVAC_ThermostatAirtopia.xml
 - Upnp Implementation Filename: I_HVAC_ThermostatAirtopia.xml
 - IP address: 10.10.20.65 (insert the airtopia IP address here - you may find this easily from the device settings in the airtopia app)
 - Select a room if required
-

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Develop apps

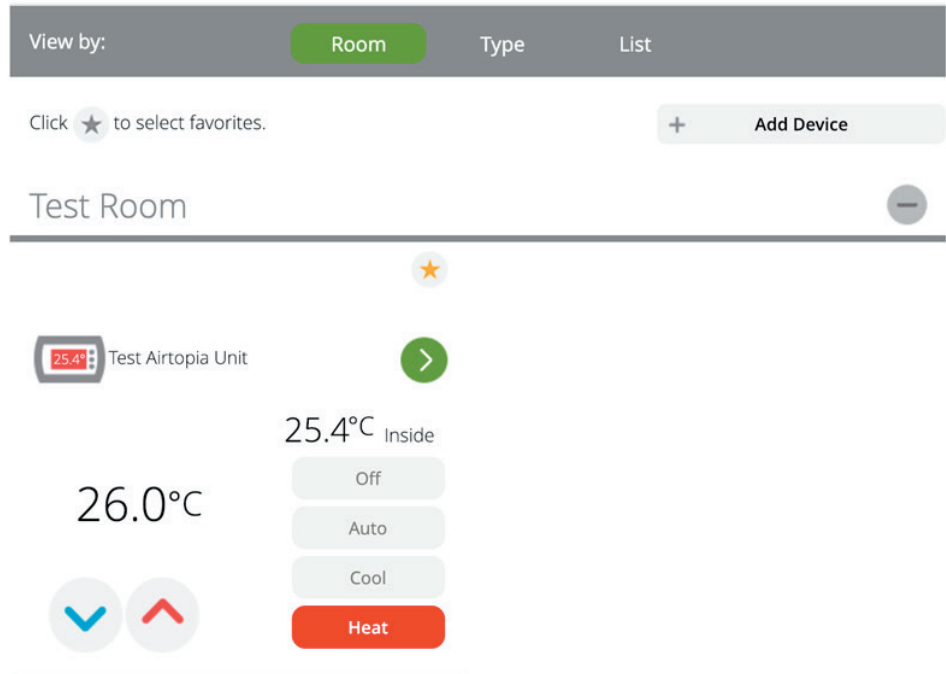
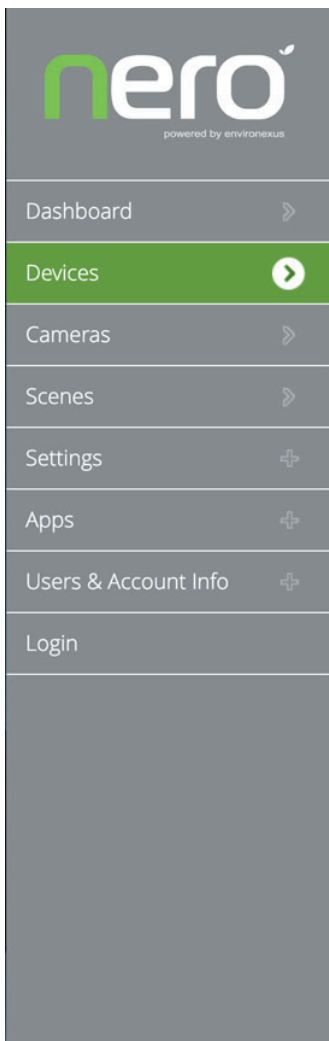
Test Luup code (Lua)
Edit Startup Lua
Luup files
Serial Port configuration
Create device
Device Simulator (based on JSON)

Create device

Device type	<input type="text" value="urn:schemas-upnp-org:device:HVAC_Zone1"/>
Internal ID	<input type="text"/>
Description	<input type="text" value="Bedroom"/>
Upnp Device Filename*	<input type="text" value="D_HVAC_ThermostatAirtopia.xml"/>
Upnp Implementation Filename	<input type="text" value="I_HVAC_ThermostatAirtopia.xml"/>
IP address	<input type="text" value="10.10.20.65"/>
MAC	<input type="text"/>
Room	<input type="text" value="Please select"/>
Parent device	<input type="text" value="Please select"/>

*Required

- 1) Click create device
- 2) wait a few minutes, and hit refresh.
- 3) Navigate to the devices dashboard
- 4) Device should appear
- 5) If not, we have found that restarting the Luup engine will reload everything. Navigate to Settings > Z-wave Settings > Advance > Reload Engine
- 6) Navigate to the devices dashboard and device should definitely appear there now.



Troubleshooting

We have found that if the nero can't reach the airtopia when luup initialises it will fail to load the plugin. If so you must either reload luup engine with the luup.reload() function (see above) or power cycle the Nero.

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