

HouseinHand[®]

Houseinhand V.2.0 – User Manual

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Important Considerations



To remotely control the KNX automation system, all devices in the bus must be commissioned properly. A Houseinhand configuration file for each control zone needs to be done, containing all the KNX group addresses for that zone in the Houseinhand designer and later be loaded in the mobile Application.

For remote control from the mobile App's, the KNX system has to be connected to the Internet and local Wi-Fi by a KNX/IP gateway or router.

For the Basic license, the installation must connect at least once every 15 days to the Internet and Houseinhand servers. This is for verification of the license and update of the expiration date.

The number of simultaneous connections possible, with the KNX automation system, depends on the number of channels available in the KNX/IP gateway or router. Some KNX/IP gateway or router only allow one simultaneous active connection, preventing that more than one iPhone/iPad is connected at the same time. Besides, in situations with low Wi-Fi coverage, it is possible that the application does not reconnect as it should, then it appears the error of maximum number of simultaneous connections. **In order to not have this limitation, we recommend using an IP communication module with more than one simultaneous connection, for example the IPS 100 REG (Jung) or 148-UAB22 (Siemens).**

For this application to work correctly, showing the current status of the different devices, it is necessary to activate the *reading flags* of the specified KNX group addresses.

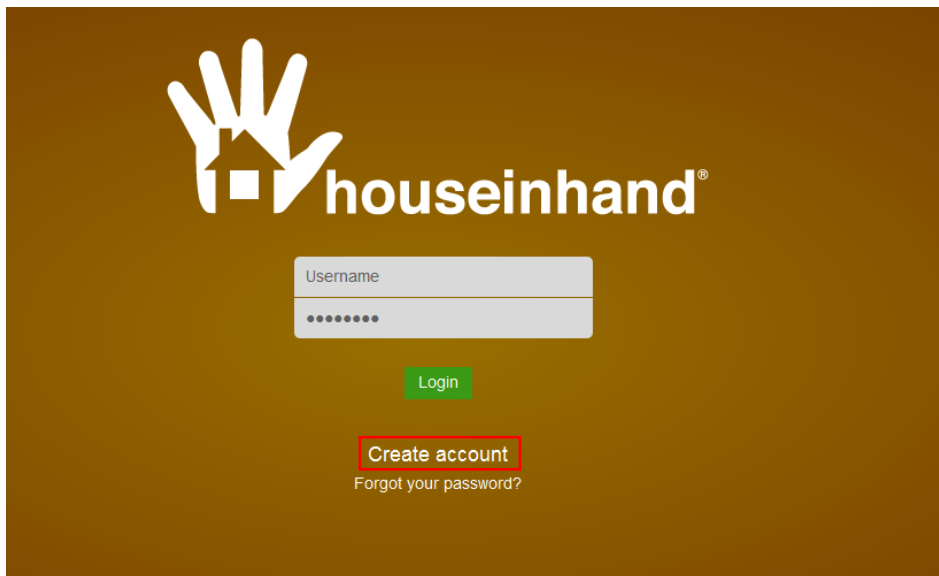
For connections over VPN, it is recommended using the manual IP option. This option can be found in the Android/iPhone/iPad adjustments section. For further information about VPN connections, consult the manual: *VPN remote access configuration*.

1 Houseinhand User Account

1.1 Create your online User Account

The Houseinhand user account is needed for controlling your KNX installation and registering your devices. This process is available through the Houseinhand User account web interface. To create a Houseinhand user account follow these instructions:

- 👉 In your internet browser go to: <https://user.houseinhand.com>
- 👉 next Click on **Create account**.



- 👉 Fill the form with proper personal data and accept the Terms and Conditions.
- 👉 All personal data will be treated as specified in the Terms and Conditions document.

Create account

Username <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="text" value=""/>	*	Email address <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="text" value=""/>	*
Password <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="password" value=""/>	*	Confirm email <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="text" value=""/>	*
Confirm password <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="password" value=""/>	*	Country <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="text" value="Spain"/>	*
First Name <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="text" value=""/>	*	How did you hear about us? <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="text" value="Website/Search Engine"/>	*
Last name <input style="background-color: white; color: black; border: none; border-bottom: 1px solid white;" type="text" value=""/>	*		

I have read and agree the [Conditions](#) and [Privacy policy](#) .

I wish to receive commercial e-mail or other electronic media.

Cancel
Create My Account

Fields marked with * are mandatory.

Personal information introduced in this form can be modified afterwards accessing **Account/My Data**.

Once you have introduced all data, you have to Click on the **Create My Account** button.

A validation e-mail will be send to the introduced e-mail during the registration process.

Please, follow instructions in the validation e-mail to finish the registration process. After that, you will be able to login as a known user.

Validation e-mail:

Thanks for applying for an account on user.houseinhand.com.

To prevent abuse of the site, we require that you activate your account by Clicking on the following link:

<https://user.houseinhand.com/user/confirm/confirmation-code>

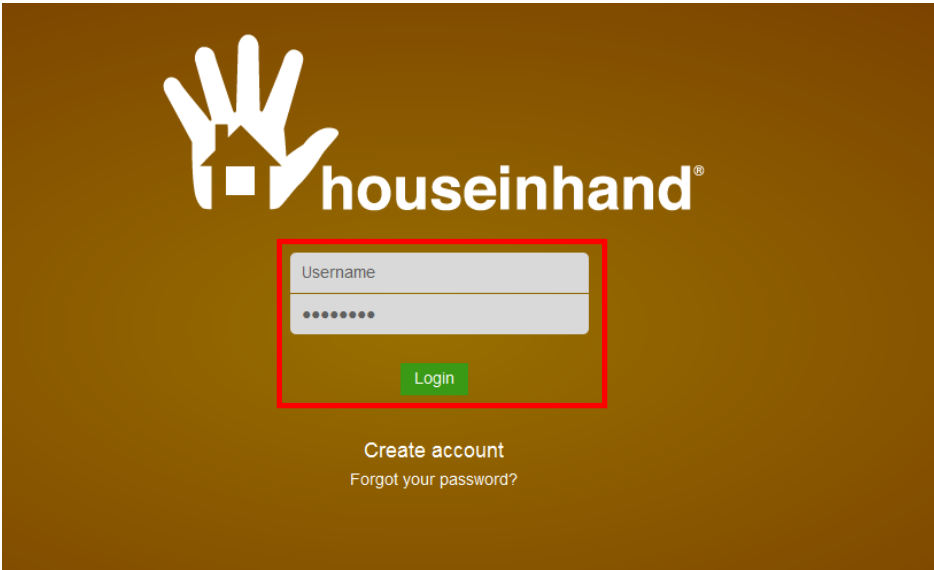
Thanks again for joining us.

Note: If no e-mail notification is received, please make sure that you have entered correctly your e-mail address and/or check that the e-mail notification is not in the *Junk* or *Trash* folder of your e-mail account.

1.2 Houseinhand web login

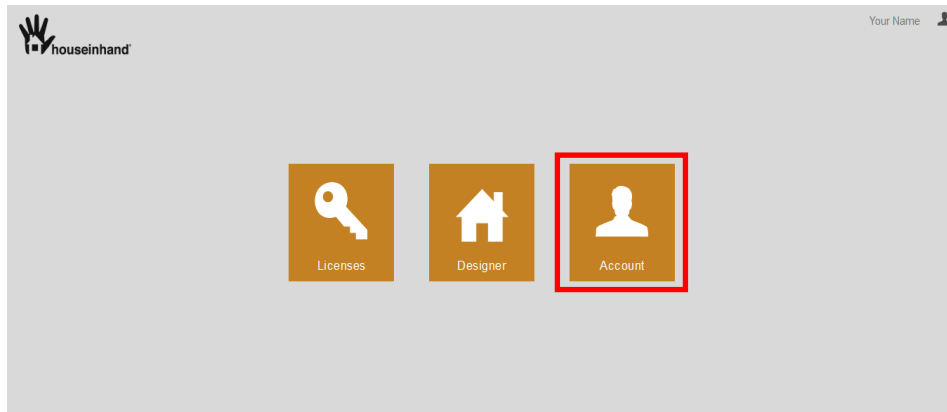
After the registration and validation process, if all has been carried out correctly, you are ready to login to your Houseinhand user account. In any Internet browser go to the URL <https://user.houseinhand.com>.

On the page, insert your username (or your registration e-mail) and your password to enter your account.



1.3 Main page

When you enter the user account you land on the Houseinhand main page: here you have access to your **Licenses**, the online project **Designer** and your **Account** personal data page.



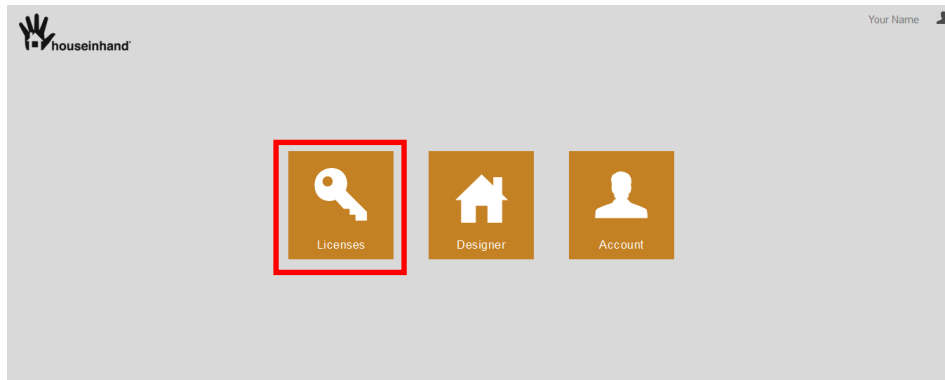
1.4 Account – My Data

This section allows you to modify part of the personal data information entered during the registering stage.

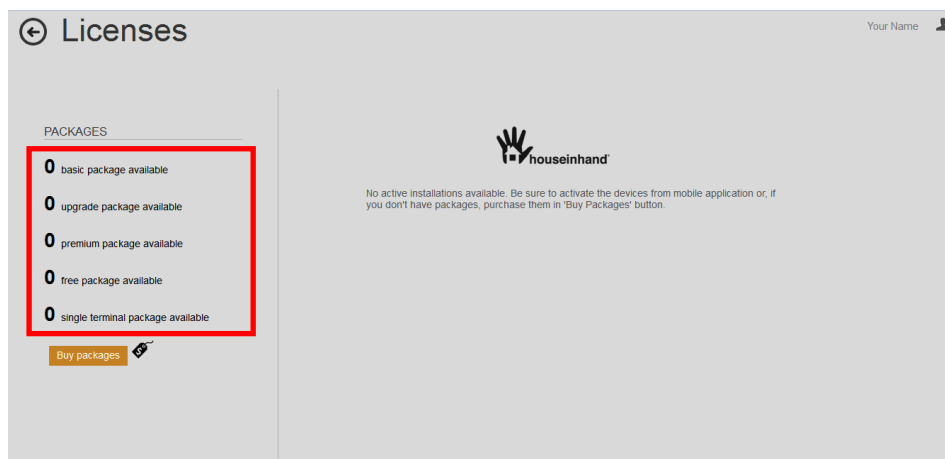
- 👤 **Username** of the Houseinhand account (Once assigned this cannot be changed).
- 👤 **E-mail address** used for the account. To change the e-mail address, click the **Change** button. Fill in the pop-up form and press **send** in the form. You will receive a confirmation mail containing a link to confirm the new e-mail address.
- 👤 **Secret** id code of the account. Click the **Reset** to apply for a new code.
- 👤 **First Name** of the account owner.
- 👤 **Last Name** of the account owner.
- 👤 **Country** of where the installation is located.
- 👤 To change the current password of the account, click the **Reset password** button. Enter the new password in the pop-up form and confirm the change.
- 👤 If you have changed any of your data, press the **Save** button to store it.

2 License Packages

For a status overview of your purchased packages or to redeem a license, go to the **Licenses** section of the account.



Initially there are no license packages active in the Houseinhand user account until you have redeemed the code of the package you received when purchasing a license.



Houseinhand license packages can be purchased through the Houseinhand Authorized Sales Partners.

Go to <http://www.houseinhand.com/buy/where-to-buy/> to find the professional Houseinhand expert for your region or you can send your inquiry to sales@houseinhand.com.

With your package purchase you will be confirmed a License Code.

This code needs to be redeemed to assign the package in the Houseinhand user account.

See section “Activate a license package” for information about how to redeem a license package.

2.1 Available license packages

Features	BASIC PACKAGE	PREMIUM PACKAGE	FREE
Mobile devices allowed *	2	<i>unlimited</i>	1
Houseinhand widgets	<i>unlimited</i>	<i>unlimited</i>	6
Number of Profiles	<i>unlimited</i>	<i>unlimited</i>	1
KNX control	yes	yes	yes
RGB control (LED)	yes	yes	yes
Audiovisual control	yes	yes	yes
IP Camera control	yes	yes	yes
Door comm. sys. control	yes	yes	yes
Remote control	yes	yes	no

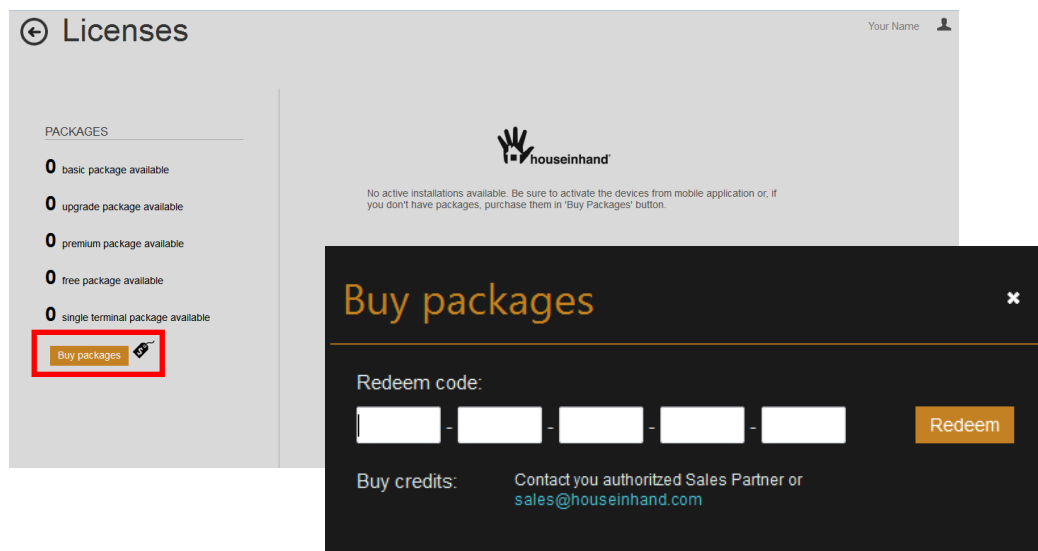
*(iOS & Android).

- All packages (Basic and Premium) allow control on a single KNX installation.
- Simultaneous connections are limited by the KNX/IP gateway used in the KNX installation.

2.2 Activate a license package

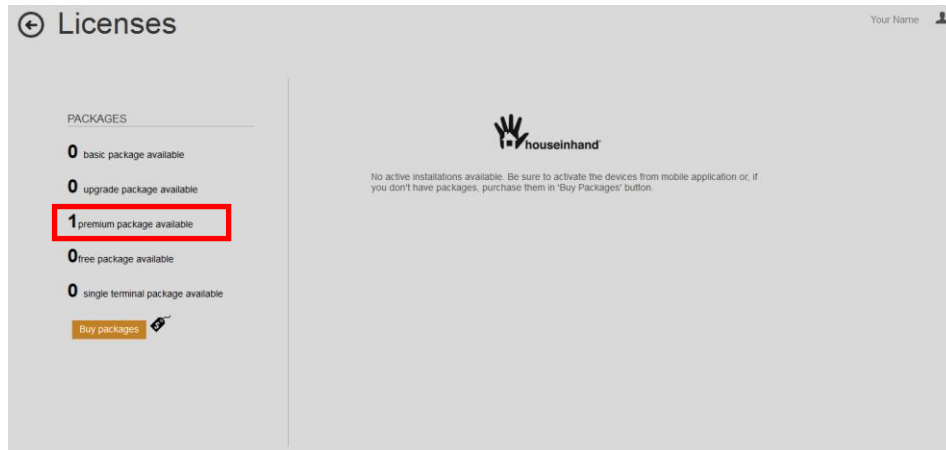
With your package purchase you will be confirmed a License Code. This code needs to be redeemed to assign it in the Houseinhand user account.

- To activate a package, sign in to your user account, if you have not done already.
- Go to the **Licenses** section and Click the **Buy packages** button.

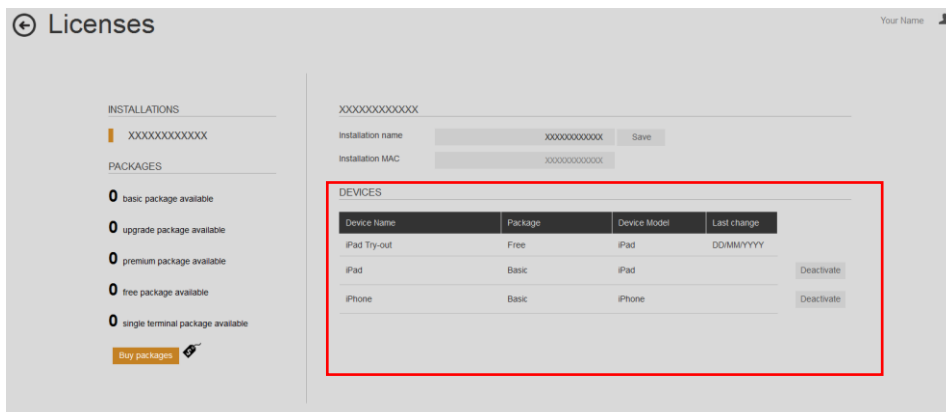


- Next in the **Buy packages** pop-up screen, fill in the code you have received in the fields.

- Once the code is introduced, Click the **Redeem** button to add and activate the license package.
- When the code is accepted, your license package is confirmed as available in the **Packages** section. Example a Premium package is available.



- With this the account is ready to add the mobile devices to the installation. The moment the first mobile is added, the Installation KNX/IP MAC address is linked with the license.
- When the installation and mobiles are added, the installation and device information is displayed in the Licenses section.



- In the example a free license was used to try functionality and later assigned two mobile devices to a Basic license package.

Note: The Licenses are unique for each mobile device, so if you get a new device you should get a new license. In the case that the device is changed due to an upgrade or a stolen/broken device, we allow one free change per year.

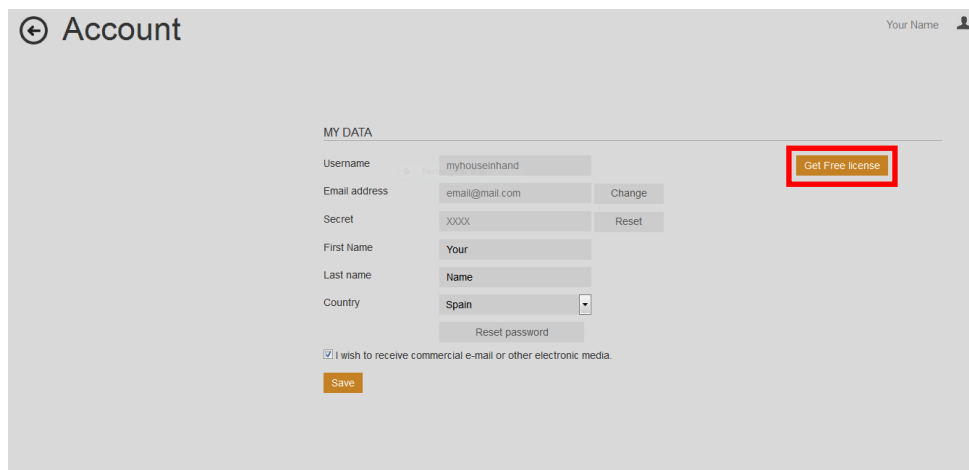
2.3 Free test license Package

To activate the Free test license package, sign in to your user account, if you have not done already.

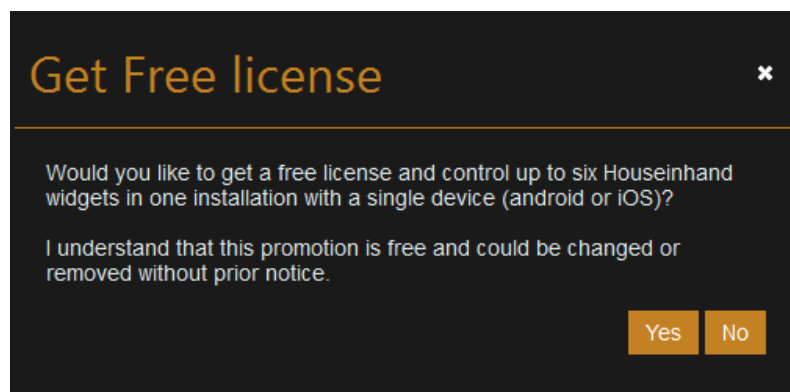
Go to the **Account** section.



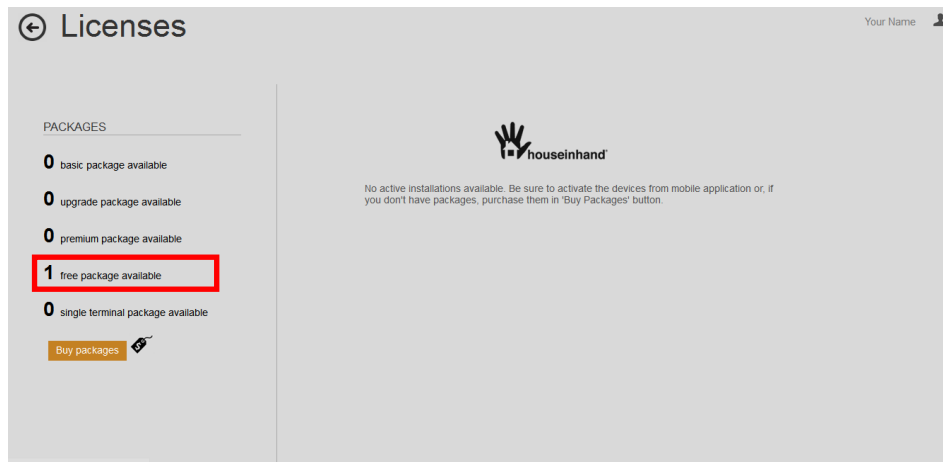
If you have not redeemed your Free license before, you shall find a **Get Free license** button on the right top of the **My Data** section. Click this button to redeem your free package.



Next in the **Get Free license** pop-up screen confirm with the **Yes** button to redeem the license or **No** to cancel and close the screen without redeeming the free license.



When you confirmed to apply for the free license it will be available under **Licenses** - **Packages** section of the account.



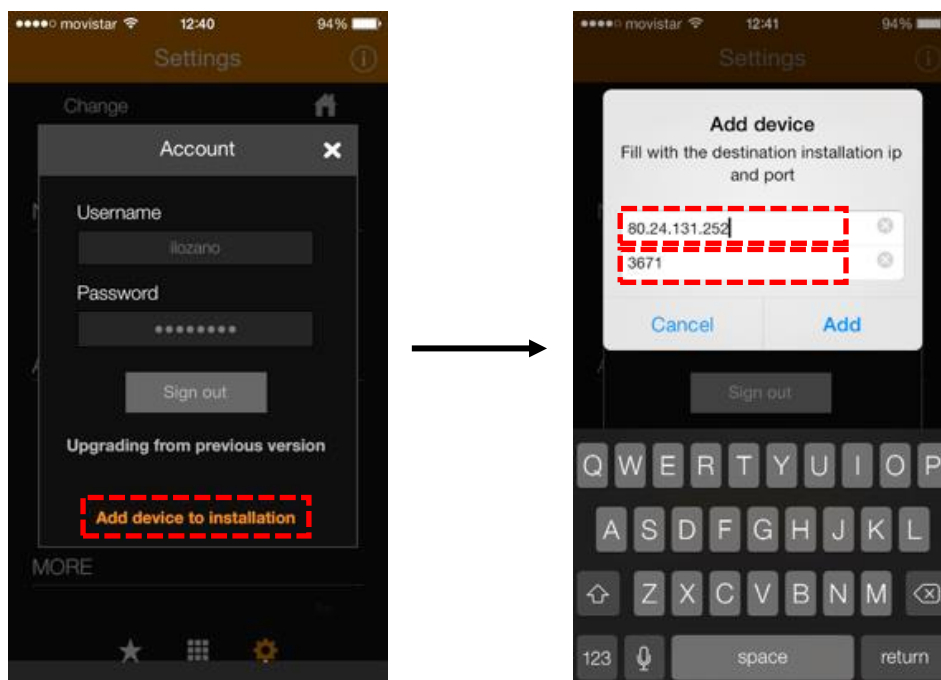
- ✎ With the free test license it is possible to control up to a maximum of 6 HouseinHand KNX device widgets in the mobile App. (The App gives an error when selecting a profile with more than 6 widgets).
- ✎ The free license only limitation is that when connecting from outside the local area network it is only possible to see the devices status but not control them. (Remote control is not possible).
- ✎ One mobile device can be linked to the free test license.
- ✎ For control of unlimited widgets and two or more mobile devices, you can buy a Basic or Premium license. Once a purchased license is attached, the limitations will disappear.

3 Mobile Application

3.1 Activate mobile device

Download and install Houseinhand® for free from the Apple App-Store for iOS mobile or Google Play-store for Android mobile devices.

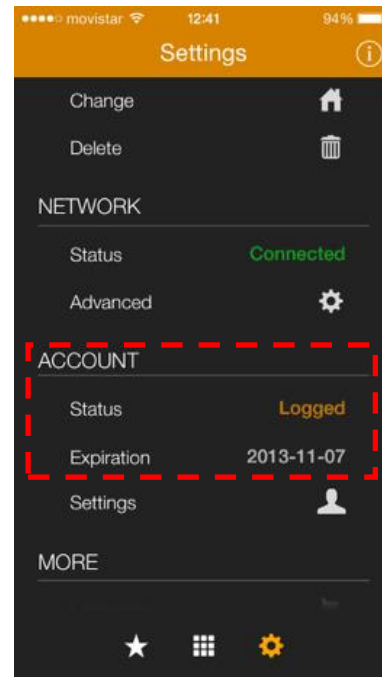
- ✎ Verify that you are connected to the local Wi-Fi with Internet connectivity and that the KNX installation is seen in the same network.
- ✎ Open the Houseinhand App. In the device.
- ✎ Go to the App **Settings** and sign-in under the **ACCOUNT** section, with the account **Username** and **Password**. For this press the **“Settings”** label.
- ✎ Once connected with the online account, you can connect the device with the installation. Select **Add device to installation** link that appears after log-in.¹



- ✎ Enter the KNX installation IP-address, this is the IP-address of the KNX/IP-gateway or router in the network. Fill in the communication port (default=3671) and click **Add** to confirm. This setting also can be found under the **Advanced** button of the **NETWORK** section.

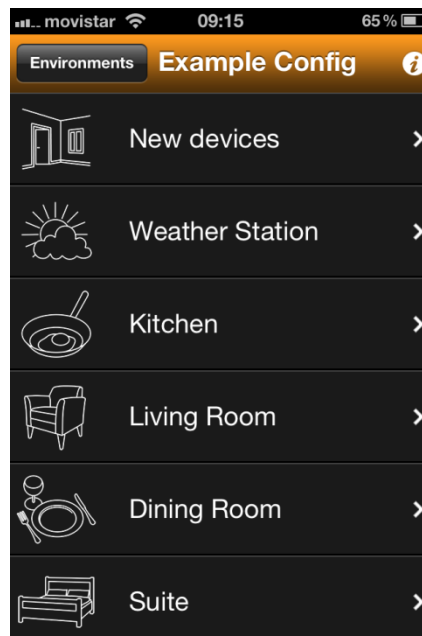
¹ For Premium license, only the first mobile needs to be added to the installation. For following devices its sufficient to enter the account log-in credentials and select the installed profile for that device.

- ✎ The connection status is shown under the **NETWORK** section.
- ✎ The device license is added to the user account and is valid until the "**Expiration**" date.
- ✎ The "**Expiration**" date is updated each time the application is launched and connected online. (Required at least once every 15 days for Basic license).



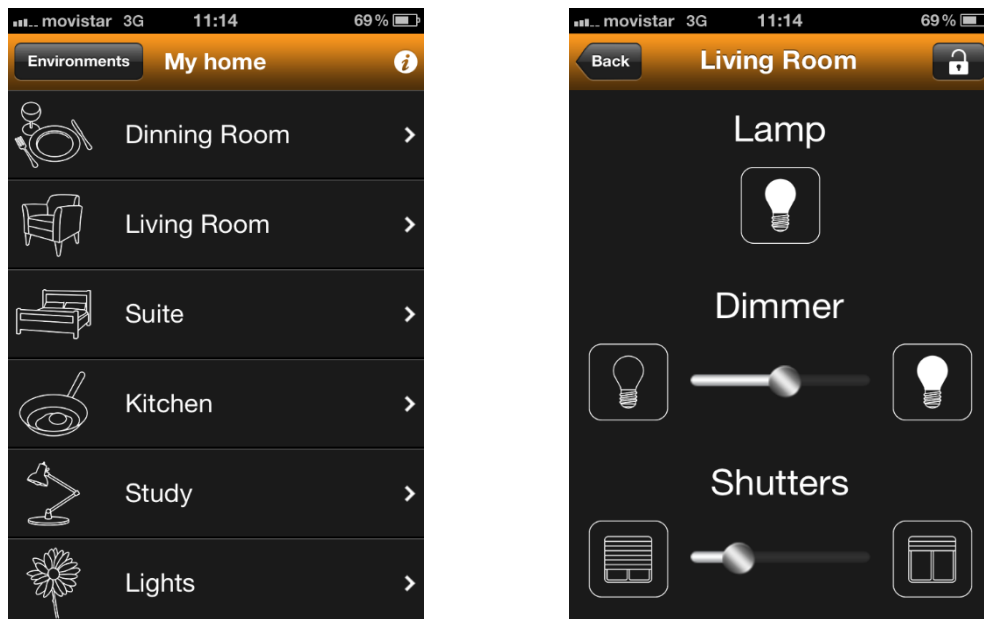
3.2 Import a profile

Initially, the application will execute in demonstration mode. You can see a sample of the interface and navigate through the menus, but not controlling your house.



To allow the Houseinhand® App to control your house, a designer configuration profile file must be transferred to it.

- ✎ This file contains the necessary configuration information for the application to recognize your house. (E.g. "profilename.hcf")
- ✎ The configuration file can be shared by several people as long as they want to control the same house/office, with the same room and device structure.
- ✎ In the case that not all of the family/company members need to be able to control the same rooms of the house/office, it will be necessary to create a configuration file for each one of them.

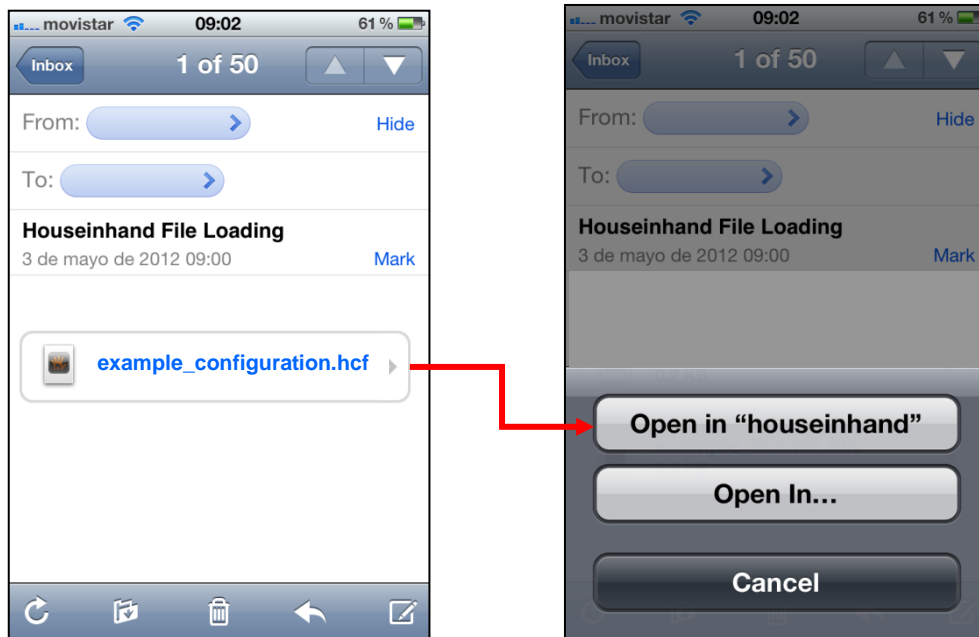


Example of a loaded configuration profile in a mobile device.

In order to transfer the designer *.hcf file to your device, please follow these steps.

- ✎ Configure your email account in the mobile device built-in Mail App (if not done already).
- ✎ Send the designer file you want to load to the mail account configured in your device.

👉 Launch the Mail App and open the mail you have sent.



👉 Click on the file you want to load and select “Open with Houseinhand”.

👉 That is all. Houseinhand® will be opened with the file loaded.

4 Designer Houseinhand

4.1 Create a designer profile

In order to be able to control the KNX installation in the house, it is necessary to configure a profile that links the ETS/KNX group addresses to the selected control widgets.

You can open the Houseinhand Designer in your preferred browser entering the URL <https://designer.houseinhand.com> and from the user-account main houseinhand page when logged in.

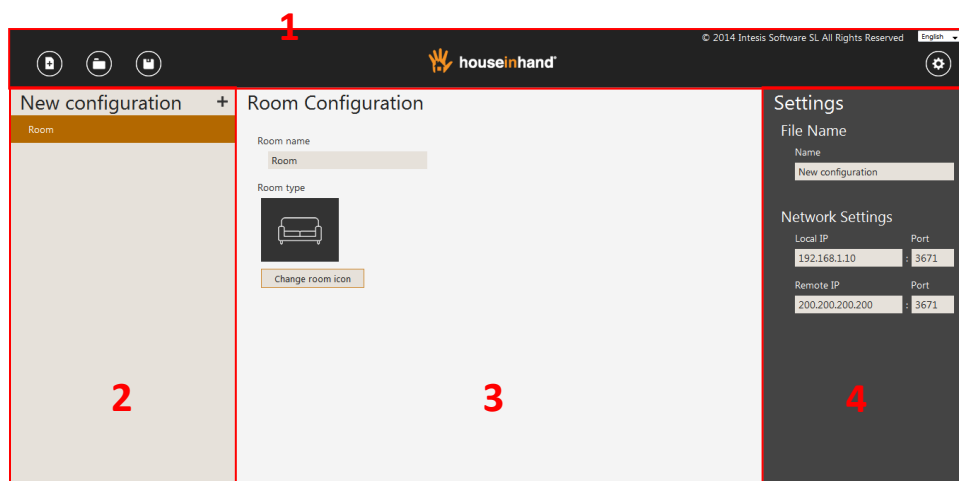


👉 Click the Designer button to open the designer configuration page.

4.2 Designer configuration page

When you enter the designer, the main configuration page of the application will appear.

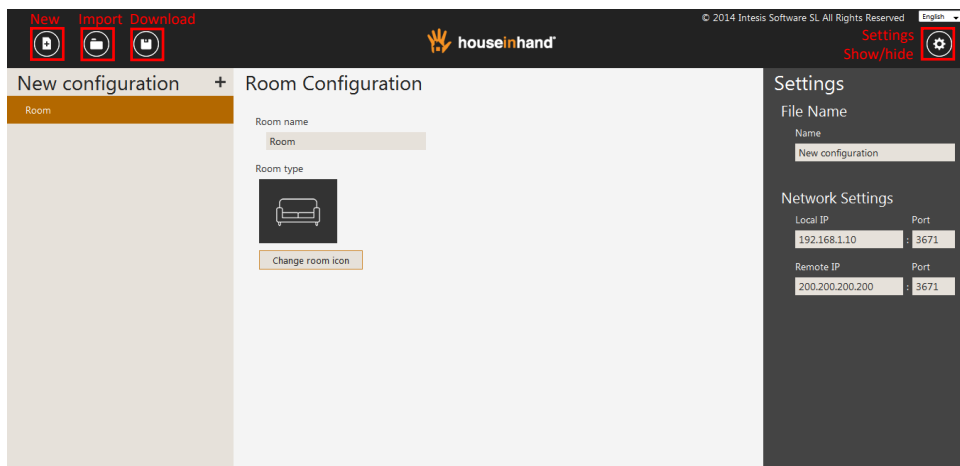
👉 The Houseinhand Designer configuration page is divided in 4 main parts:



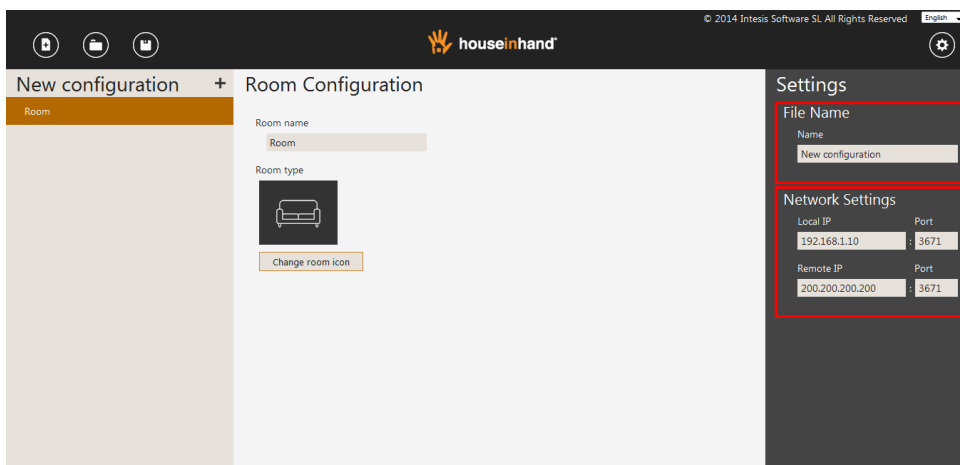
1. Designer Task-bar,
2. Room management,
3. Device management
4. General Settings.

From the **Designer Task-bar**, you can create a **new** configuration, **import** and modify an existing one, export/**download** the current configuration.

- ✎ Press **New** to create a new Designer configuration profile.
- ✎ Press **Import** to load and continue an already existing configuration profile.
- ✎ Press **Download** to save the current configuration profile on your disk or storage.
- ✎ Press the Gear icon to show/hide the **Settings** bar.



- ✎ **Configuration Settings:** First enter a **File Name** for the New configuration file in the **Name** field. This shall be the profile name in the application

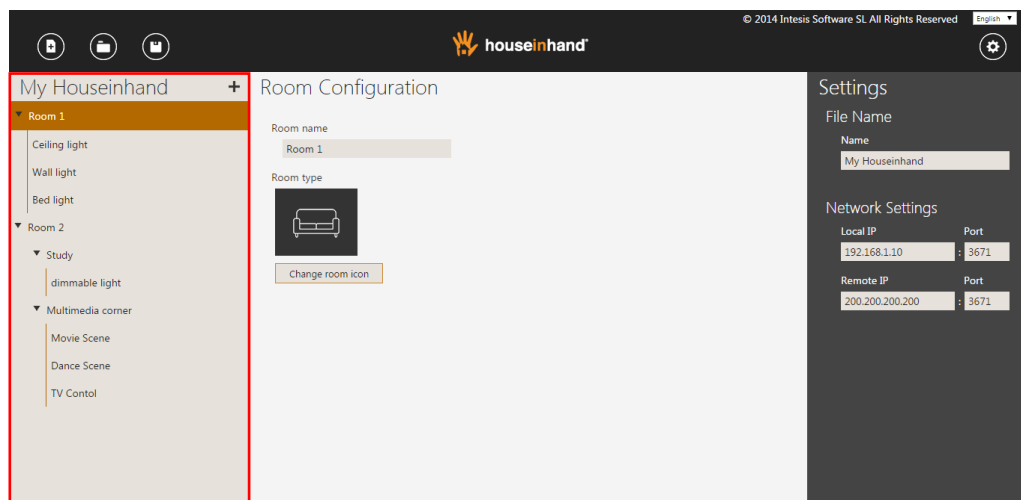


- ✎ Configure the KNX/IP interface **Network Settings**.
 - ✎ **Local IP** of the KNX-IP gateway and preset **Port**.
 - ✎ **Remote IP** and **Port** for remote connection outside local network.

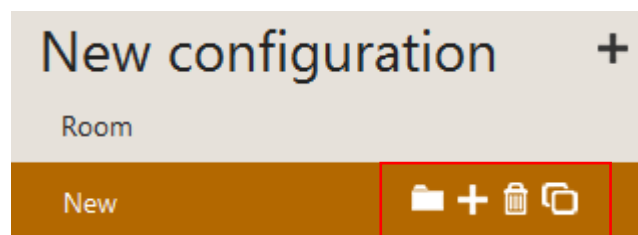
4.3 Room management

The structure of the configuration is carried out hierarchically, that is to say, it is necessary to create every room (that would be the top level) and, later, adding all those devices that this room should have. For such an effect, dragging the widgets up/down, will allow to modify the order of the rooms / devices, modifying this way the order in which they will appear in the mobile phone or tablet.

This feature allows generating several different files of configuration for the same house, assigning more or less functionalities to each of them. An example of this functionality would be to carry out a complete configuration for the client's mobile phone; whereas to that of the mobile tablet of the house, we could configure only lights and blinds to avoid unwished uses.

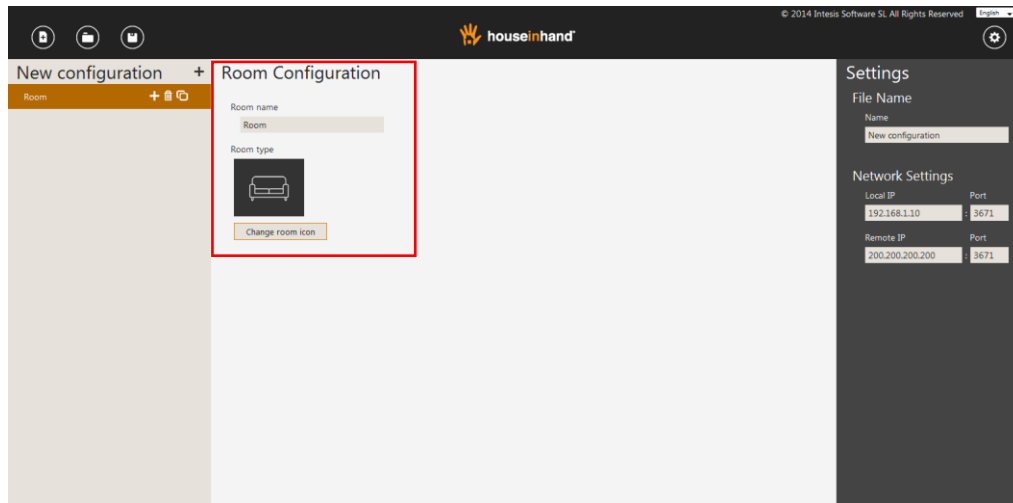


The management of the different rooms and devices of the house/office is carried out using the **Folder/ New/ Delete/ Duplicate** buttons.



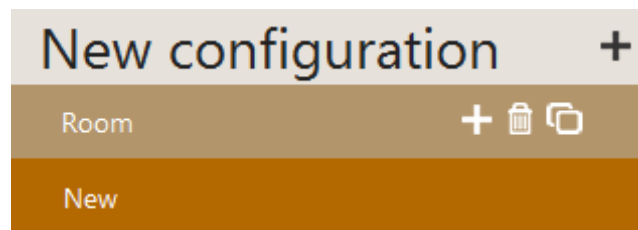
	Folder	Creates a new folder in the current hierarchy level
	New	Creates an item of the same hierarchy level
	Delete	Removes the current item
	Duplicate	Duplicates the current item

When adding a room, there will appear the name and room icon options. You can change the name for the room and select one of the available icons suitable according the use of the room.



4.4 Device management

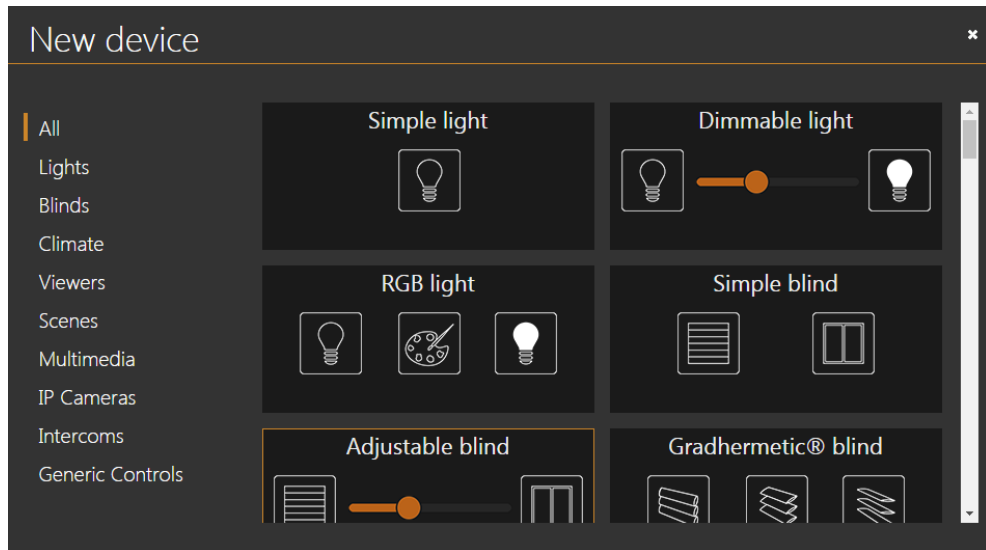
Same as in the previous case of the Room management, devices can be created/erased/duplicated using the same icons.



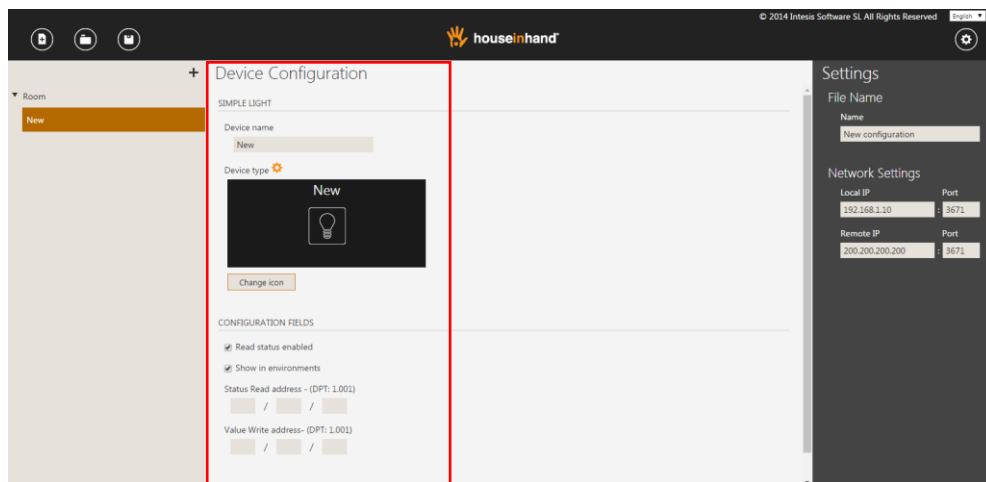
	New	Creates an item of the same hierarchy level
	Delete	Removes current item
	Duplicate	Duplicates current item

Devices can be added to the Room by pressing the **New** button of the room manager. A new screen with all the available device widgets, opens for selection of the device. Once the desired device is selected, it shall be added to the room structure and available in the device configuration manager.

In the **New device** selection pop-up panel. Devices can be looked up, ordered by its type. By default, all widgets are shown.



When selected in the room manager, the device parameters can be edited from the **Device Configuration** manager panel. The panel is divided into two main parts: *Device description* and *Configuration fields*. Remember that depending on the device type, different fields will appear to let you set up the device properly.



This are the base procedures for configuring a Houseinhand profile file and device configuration. For more detailed information about each device individually, check the *“Houseinhand Designer User manual.”*