



ROOMIE REMOTE

User Guide

Version 8.3
Released March 2023

Version Information

Roomie Remote User Guide, Version 8.3, released March 2023.

Copyright Information

Copyright © 2023 by Roomie Remote, Inc. All rights reserved. You may make copies of this document; however, doing so means you agree: you will give full attribution to Roomie Remote, Inc., you will not make changes to the content, you will not use the copies for commercial purposes, and you do not gain any rights to this content.

Trademark Information

“Roomie Remote” and the Roomie Remote logo are trademarks of Roomie Remote, Inc. All other company, product, and service names are for identification only. All trademarks and registered trademarks are the property of their respective owners.

Limitations

The information in this document may change at any time. It may include technical inaccuracies or typographical errors.

CONTENTS

CONTENTS	3
INTRODUCTION	7
ABOUT ROOMIE REMOTE	7
TECHNICAL SPECIFICATIONS	7
A ROOMIE REMOTE SOLUTION	8
AUDIENCE	9
ADDITIONAL RESOURCES	9
GETTING STARTED	10
START HERE IF YOU ARE A NEW USER.....	10
START HERE IF YOU ARE UPGRADING FROM VERSION 5.....	11
START HERE IF YOU ARE UPGRADING FROM VERSION 4.5.X OR OLDER.....	11
UPDATING YOUR SUBSCRIPTION	12
USER INTERFACE	13
CREATING A ROOM AND ADDING A DEVICE	13
CONTROLLING A DEVICE.....	15
SETTINGS	17
ACCESSING SETTINGS	17
HOMES	18
ROOMS.....	20
ACTIVITIES	21
DEVICES	21
AUTOMATION.....	21
SETTINGS.....	23
ABOUT.....	30
DEVICES	31
ABOUT DEVICES.....	31
PREREQUISITES.....	31
ADDING A DEVICE.....	32
EDITING A DEVICE.....	34
DELETING A DEVICE	34

ADDITIONAL SETTINGS	34
ACTIVITIES.....	36
ABOUT ACTIVITIES.....	36
SETTINGS THAT APPLY TO ALL ACTIVITIES	36
CHANGING THE ACTION PANEL DESIGN OF AN ACTIVITY	38
COMPLEX ACTION PANEL DESIGNS	41
CHANGING THE SETUP OF AN ACTIVITY	44
HOMEBAR SCENE ACTIVITIES	49
ADDING A NEW ACTIVITY MANUALLY	51
POWERING OFF AN ACTIVITY.....	51
REORDERING ACTIVITIES	52
COPYING AN ACTIVITY	52
DELETING AN ACTIVITY.....	52
CREATING A TOGGLE MODE ACTIVITY	53
COMMANDS.....	55
COMMANDS OVERVIEW	55
ADDING A COMMAND TO AN ACTIVITY.....	55
SETTINGS FOR COMMANDS	55
CONDITIONALIZED COMMANDS.....	56
ADDING SUPPORT FOR A SPECIFIC DEVICE.....	57
LEARNING COMMANDS WITH AN INFRARED ADAPTER	57
AMAZON ECHO INTEGRATION	59
OVERVIEW.....	59
REQUIRED COMPONENTS	59
LINKING TO THE CUSTOM AND THE SMART HOME SKILLS.....	61
GIVING SMART HOME SKILL VOICE COMMANDS.....	62
GIVING CUSTOM SKILL VOICE COMMANDS	63
COMMON CUSTOM SKILL COMMAND PHRASES.....	64
ROOMIE VOICE CONTROL	67
HOMEKIT	68
HOMEKIT OVERVIEW.....	68
SYSTEM REQUIREMENTS	68
SHARING A HOMEKIT CONFIGURATION	68

CONTROLLING A HOMEKIT ACCESSORY	69
USING A HOMEKIT ACCESSORY IN AN AUTOMATION	70
AUTOMATION	71
ABOUT AUTOMATION	71
DEVICE-BASED AUTOMATIONS	72
TIME-BASED AUTOMATION	74
TIMER-BASED AUTOMATION.....	75
BACKING UP CONFIGURATIONS	76
OVERVIEW.....	76
BACKUP	76
RESTORE	77
CUSTOM IMAGES	78
ABOUT CUSTOM IMAGES.....	78
CUSTOM IMAGE REQUIREMENTS	78
INTERCOMM.....	79
ABOUT INTERCOMM.....	79
INTERCOMM REQUIREMENTS.....	79
INTERCOMM MAIN SCREEN	80
ANNOUNCE VIA SONOS AND BROADCAST TO HOMEPOD.....	81
HARDWARE SETUP.....	83
OVERVIEW.....	83
DETERMINING YOUR HARDWARE NEEDS	83
SETTING UP YOUR HARDWARE	85
INFRARED ADAPTERS.....	86
ADAPTERS FOR ETHERNET AND POE.....	86
ADAPTERS FOR WI-FI.....	89
ADDITIONAL INFORMATION	92
SLIDE OVER.....	92
SPLIT VIEW.....	93
WIDGETS.....	94
SPOTLIGHT	95
AMAZON FIRE TV AND FIRE TV STICK	96

APPLE iTUNES.....	96
DUNE HD AND MEDE8ER PLUS KODI MEDIA GUIDE.....	97
DISH DVR RECORDING AND TIMERS.....	98

INTRODUCTION

This User Guide describes Roomie Remote, which lets you control a wide variety of smart Devices using an app on a minimum iOS 15, iPadOS 15, macOS 12, watchOS 8.5, or tvOS 15 device.

About Roomie Remote

Roomie Remote lets you control a wide variety of smart Devices from your compatible Device: TVs, speakers, set top boxes, security cameras, thermostats, blinds, and many other types of Devices.

Do you have a dumb Device that can't get on your local network? No problem, it's easy to add it to your local network so that you can control it. You've already implemented a system like SmartThings, Apple HomeKit, or Lutron lighting? No problem, we play nicely with them.

To use Roomie Remote, download and install the Roomie Remote app onto your compatible device, use an existing subscription or sign up for a free trial subscription, configure Roomie Remote, and then put away those other remotes because you can control virtually everything from Roomie Remote.

Technical Specifications

Technical specifications for Roomie Remote include:

- Apple iPad, iPhone, or iPod Touch running iOS 15 or above, or a macOS 12 system to host the required Roomie Remote app; active Apple ID account.
- TCP/IP network, with Wi-Fi enabled and Internet access. Devices can access the network through either a Wi-Fi or an Ethernet connection. Internet access is required during setup.
- Devices controllable by Roomie Remote. Control is achieved via:
 - **Direct IP control.** Many smart Devices can connect directly to your home network. If they are also supported Devices, no additional hardware is needed for Roomie Remote to control them.
 - **Infrared control.** Some Devices use infrared for control. Roomie Remote can control these Devices via a Global Caché iTach adapter.
 - **Serial control.** Some Devices use a serial (RS-232) connection for control. Roomie Remote can control these Devices via a Global Caché iTach adapter.

IMPORTANT: You must update your entire Roomie Remote environment to the latest version 8 release. Make sure no stray instances of Simple Control Version 4 or 5, or Roomie Remote 6/7 remain on your network. Always ensure all devices are updated around the same time especially across major version changes.

A Roomie Remote Solution

A Roomie Remote solution is made up of multiple parts:

- **Roomie Remote app.** Download from the App Store. To get started, use an existing subscription (from V4, V5, V6, or V7) or sign up for a free trial subscription within the V8 app.
- **Subscription.** In-app purchase. Subscription levels are:
 - **One Room Basic** lets you control up to 5 Activities in 1 Home up to 1 Room (monthly)
 - **One Home Complete** lets you control up to 8 Activities in 1 Home up to 5 Rooms (annual)
 - **Unlimited Pro** lets you control unlimited Activities, Rooms, and Homes (annual)
 - **Unlimited Perpetual** lets you control unlimited Activities, Rooms, and Homes for the life of the app – includes a minimum 3 years of maintenance (compatibility and security fixes) from date of purchase

NOTE: Your Activities and/or Rooms count will probably increase over time. You may need a larger count than you think. App Store subscriptions purchased inside Version 6 and above now allow pro-rated upgrades of subscriptions at any time during the subscription period if you need to upgrade later.

- **Primary Controller.** A specific controller device specified in the Homes panel that should be always-on and is required for certain features. Provides Automation support, and central control over certain devices including Denon receivers, Honeywell Thermostats, nVidia Shield, and others that only support one connection at a time. A Primary Controller (always an iOS, iPadOS, tvOS, or macOS device running Roomie Remote) is specified explicitly in the Homes panel, and **is recommended for most environments** while required for others. Some specific devices such as Honeywell Thermostats require a Primary Controller designated in the Homes panel. In general, if you use any dedicated device or macOS system that does not sleep for Roomie Remote, it is always a good idea to specify a Primary Controller.
- **Sign in With Apple account.** Enables Amazon Alexa control and other features. If you will be using Alexa control, you will need to establish a Roomie Remote Sign in With Apple account through the app. This is setup when you first launch the app, and you can reset it or change options by deleting it from Apple's Settings app and running Roomie Remote fresh.

You do not need an account if you will not be using Alexa Control. However, the new Sign in With Apple accounts introduced in Version 8 are designed to be privacy-centric. You can opt out of providing an email address and even a name. We strongly recommend establishing a Sign in With Apple account at first launch to enable all features as no identifying information whatsoever is required by this process.

- **Rooms.** A Room is a physical space in your home or office, wherever you are using Roomie Remote. You can create as many as you need. Number of controlled rooms may be limited by your subscription level.
- **Devices.** A Device is a thing you want to control with Roomie Remote. For example, a TV set, a thermostat, a wireless speaker, or a video camera. Number of controlled devices may be limited by your subscription level.
- **Activities.** Activities are what you do in Roomie Remote; watch television, listen to music, control your thermostat, these are all Activities. Activities are created automatically when you add a Device; you can also create them manually. Number of Activities may be limited by your subscription level.
- **Action Panel.** The visual layout of the controls and buttons for a Device.
- **Logo Tray.** At the bottom of many Action Panels is the logo for the Device. Tap the logo to bring up additional commands on the Logo Tray.

- **Dashboard.** Shows recently used Activities and their Rooms in a single view. Roomie Remote reads “Home Dashboard” when you are viewing the Dashboard. Tap “Home Dashboard” to see a context-sensitive menu. You may see the name of your Home instead of the word “Home”.
- **Homebar.** The gray bar across the bottom of most screens provides fast access to many types of Devices (lighting, cameras, and most other smart home Devices) and volume controls; what you see at any given time depends on your setup. If your Homebar fills up with icons, it scrolls left and right.
- **Guides icon.** Gives easy access to your channel, media, and DVR guides.
- **Automation.** Roomie Remote monitors the status of Devices and takes an action when the status of the monitored Device changes to something you specified.
- **Remote Access.** You may control Devices and most features from outside your local network by installing a VPN solution such as OpenVPN (often used via pfSense routers) or L2TP (often used via SonicWall routers).
- **Amazon Echo.** Once integrated, you can control Roomie Remote using voice commands.
- **Apple HomeKit.** Accessories in your HomeKit configuration are automatically synchronized and controlled by Roomie Remote. HomeKit accessories are not counted against any subscription level.
- **Cloud Services.** Lets you add Devices controlled by a cloud service, if you have any set up in your Roomie Remote environment.
- **Global Caché iTach.** Third-party product gets infrared and serial Devices — that otherwise cannot connect to your local network — onto your local network. Required for certain configurations. Wi-Fi, Ethernet, and Power over Ethernet versions are available.

Audience

This User Guide is for all users of Roomie Remote. We expect that you are familiar with:

- using your iOS, iPadOS, or macOS Device
- basic networking concepts
- setting up and configuring the Devices you want Roomie Remote to control

Additional Resources

Additional resources for Roomie Remote include:

- **Roomie Remote Knowledge Base:** Answers many common questions.
- **Submit Feedback:** Feedback is welcomed and encouraged and a critical part of our development process. Please submit feedback via the Submit Feedback button in the About section of the app which allows us to properly understand the configuration you’re referencing. Submissions may not receive a reply, but all submissions are analyzed. *If you are seeking A/V consultation, advice on equipment, device-specific information on which commands might be best to send in your home environment, and similar queries, seek the help of local installers in your area or you may be able to find information in our user forums.*
- **Roomie Remote User Forums:** This is a moderated user to user forum. While official replies are made from time to time, general support inquiries should not be posted to the forum.

GETTING STARTED

This section describes how to get started using Roomie Remote, whether you are a new or a returning user.

Start Here If You Are a New User

As a new user, you need to purchase and download the Roomie Remote app, and then purchase a subscription that includes a free trial if you have not previously subscribed.

If you have done any of these things already, you don't need to do them again.

To get started with Roomie Remote as a new user:

1. On your iOS or macOS Device, open [this link](#) to go directly to the Roomie Remote application:
2. Download and install the free Roomie Remote app. The first step will be to start a Free Trial subscription.

Start Here If You Are Upgrading from Version 5

If you are upgrading to Roomie Remote Version 8 from Simple Control Version 5.x.x, some important changes you are going to see are:

- the concept of Simple Hub has been eliminated. Synchronization is now usually cloud-based and no longer requires a central controller.
- some legacy features have been removed such as Remote Access which is now performed via third-party free VPN solutions such as OpenVPN or L2TP.
- signing into an account is no longer required unless you wish to integrate with Amazon Alexa. Voice Control is now an internal feature. Accounts from this era were purged. Sign in With Apple has replaced all legacy accounts.

There are, of course, many additional improvements and bug fixes, but these are some of the highlights. See the front page of our website for the full What's New history.

IMPORTANT: All Roomie Remote clients in your environment must be upgraded to Version 8 with this release. Roomie Remote recommends upgrading all Roomie Remote instances in your environment to Version 8 at the same time. Any 2015 Simple Hub appliance should be taken offline. Any Apple TV client previously used should be deleted and replaced by the current Roomie Remote Version 8 for that platform. Any watchOS app from that period should be deleted and the Watch restarted.

IMPORTANT: Make sure to perform a final backup before upgrading. The Roomie Remote app is a separate app, so if you still have Simple Control 5, you will now have two apps on your iOS Device. Make sure to disable Background Refresh for the old app. You will only be using the new app from now on unless you need to periodically open the old app to refresh a subscription until your subscription is migrated to the new app. Otherwise, delete the old app after installing the new app.

Start Here If You Are Upgrading from Version 4.5.x or Older

If you are upgrading from an older version (Version 4.5.x or older), then you are in for a lot of positive changes:

- Updated, streamlined user interface
- Apple HomeKit integration
- Enhanced Alexa capabilities and internal Voice Control
- Easy Guide access
- Much, much more

NOTE: The Simple Hub appliance from 2015 and any tvOS or watchOS clients of prior apps should be deleted from your environment.

IMPORTANT: All Roomie Remote clients must be upgraded to Version 8 with this release. Roomie Remote recommends upgrading all Roomie Remote instances in your environment to Version 8 at the same time.

To get started with Roomie Remote 8 when upgrading an older version:

1. On your iOS or macOS Device, open [this link](#) to go direct to the Roomie Remote application:

2. Download and install the Roomie Remote app.
3. The Roomie Remote app is a separate app, so if you still have 4.5.x, you will now have two apps on your iOS Device. Make sure to disable Background Refresh for the old app. You will only be using the new app from now on unless you need to periodically open the old app to refresh a subscription until you have migrated your subscription to the new app. Otherwise, delete the old app after installing the new app.

Updating Your Subscription

If you have an automatically renewing Simple Service subscription that you established for a previous version, you should definitely move your Simple Service subscription to the new Roomie Remote app as soon as possible. You will need to reopen the old app and restore purchases within it at least every month as long as your subscription is sourced from the legacy app.

To do this, you need to purchase a new subscription from the Version 8 app, then turn off automatic renewal of the old subscription.

To update your subscription:

1. In Roomie Remote 8, purchase a new subscription.
2. *On your iOS Device*, go to **Settings > [your name] > Subscriptions**.
3. Tap the old subscription you want to manage that is associated with the older Legacy or Home app, and not with the new Roomie Remote 8 app.
4. Stop renewal for the old subscription.

NOTE: If you need to keep an older version and the current version of Roomie Remote on your iOS device, then we recommend *disabling* Background App Refresh (**Settings > General > Background App Refresh** on your iOS device) for the **older** version. Make sure it is turned on for the current release.

USER INTERFACE

This section takes you through the process of creating a Room, adding a Device, and then using that Device; it also points out important aspects of the Roomie Remote user interface along the way

Creating a Room and Adding a Device

This procedure assumes that you have not created any new Rooms or added any Devices.

If you have already started using Roomie Remote, go to **Settings Menu > Devices**, then start at Step 2. Note that what you see may be different than what is described below.

To create a Room and add a Device:

1. On your iOS or macOS Device, tap the Roomie Remote icon to open the app.
2. Tap **Add**.

The **Add Device** screen appears.

The Devices you see listed are smart Devices on your local network. There are buttons at the bottom of the list of Devices so that you can add a Cloud Service and add a Device manually. Using these buttons is described later.

Note that it may take a few seconds for Roomie Remote to locate and display all of the smart Devices on your local network. So if you don't see a Device you think you should, just wait for a little bit and it will appear shortly.

3. Tap for example a **Sonos One**.

We will be adding a Sonos speaker in this procedure.

The **Next** button appears at the bottom of the screen, plus some explanatory text.

4. Tap **Next**.

Because you have not created a Room, you will be asked to pick one from a list of common Room names. You can also tap **Add Room** and create a Room with the name you prefer.

5. Tap **Office**.

The **Sonos Office One** screen appears.

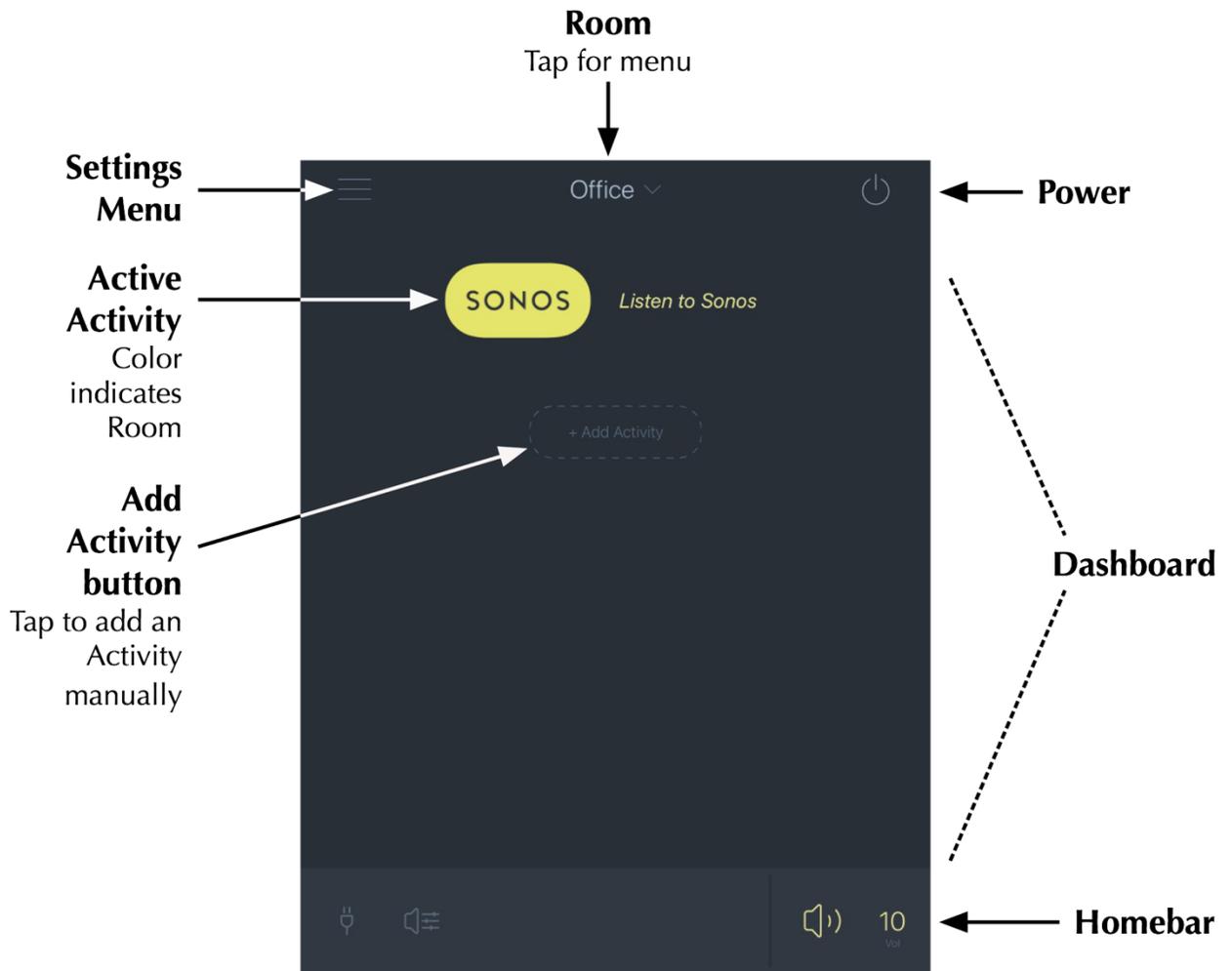
This screen shows you information about the Device you are adding.

It also gives you a number of options to choose from:

- If you want to change the Room Assignment, tap **Office** and then pick a different Room name from the list or tap **Add Room** and create a Room with the name you prefer.
- To see if you added the Device correctly, tap **Test**. The Action Panel for the Device — in this case, a Sonos speaker — appears. Use the controls to verify that you can control the Device, then tap **Done**.
- If you are ready to add the Device, tap **Add**.

The **Office** screen appears, showing the Sonos Device you just created.

6. Tap the **Settings Menu** in the upper left corner of the screen (the three horizontal lines).
7. The **Office** screen appears, showing the Sonos Device you just created.



This is a screen you are going to see a lot, so let's look at it for a bit:

- This is the Dashboard screen, a screen in Roomie Remote that shows Rooms, and the Activities in them, in a single view. The Dashboard is the only screen whose name is **Home Dashboard**. Once you start adding all of your Devices to Roomie Remote, a lot more things will appear on the Dashboard.
- In the upper left corner is the **Settings Menu** icon (three horizontal lines). Tap this icon to see a list of categories you can access to control Roomie Remote. Refer to [Settings](#) for more information.
- In the top middle of the screen is the name of the screen. If it says **Home Dashboard**, you are looking at the Dashboard; if it shows a different name, it's the name of a Room. The down-facing triangle next to your Home name or a Room name means there are commands available; tap the name to see them.
- In the upper right corner is the **Power** icon (an almost-complete circle with a line coming out of the top). If there is an active Activity (the Device name and Activity name are shown in color), you can tap the **Power** icon to turn off the Activity for the Room. On the Dashboard, the power icon turns off all active Activities in all Rooms.
- In the middle of the screen is a list of the Activities assigned to the Room. Activities are created automatically when you configure a Device. Refer to [Activities](#) for more information about Activities.
- At the bottom of the screen is the Homebar. Right now, the left side shows an icon for a HomeKit device (it looks like a plug) and the **Volume** icon (it looks like a side view of a speaker with sound coming out of it).

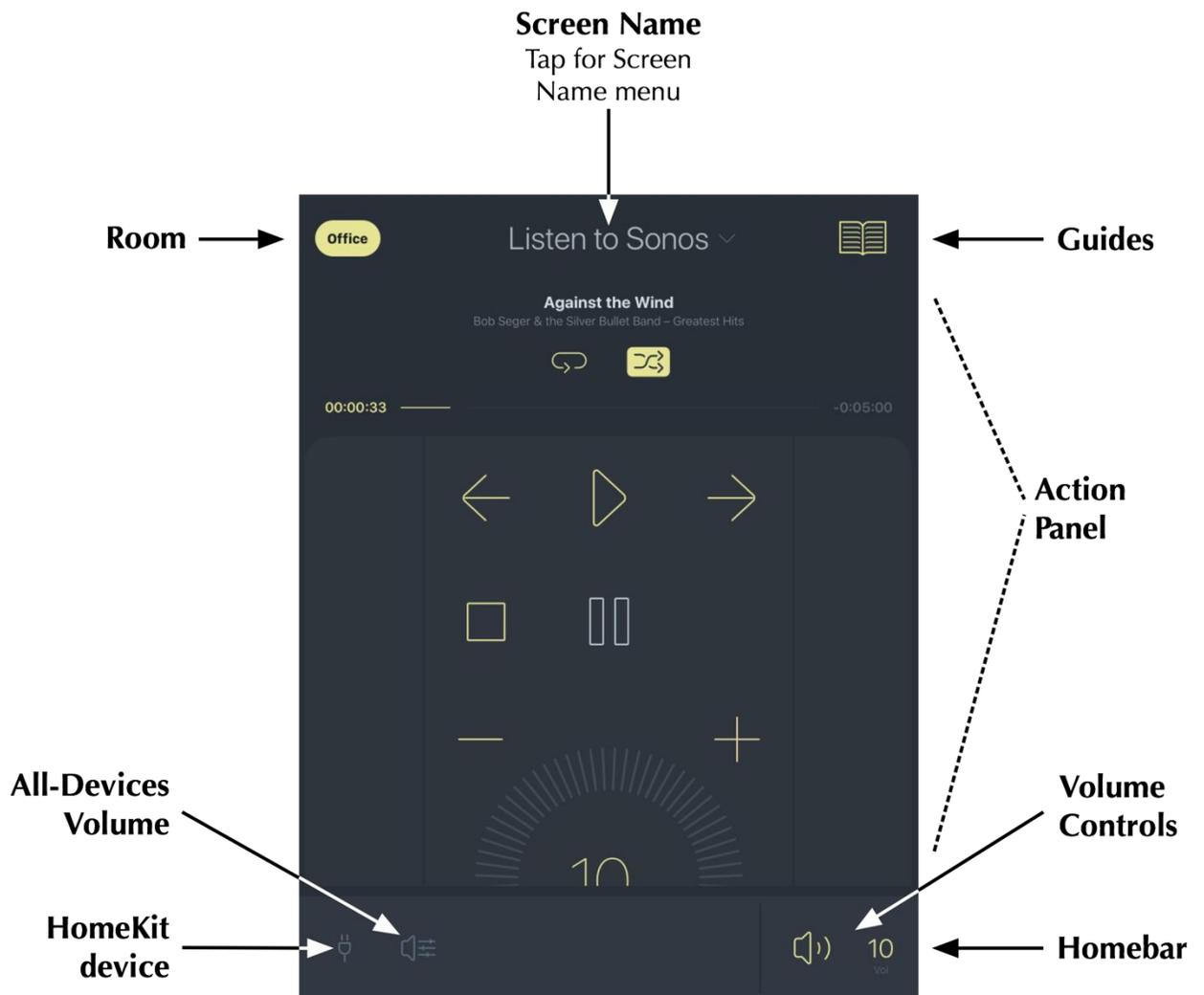
- The right side of the Homebar shows the volume setting for the Sonos device if it is active. If an Activity on the Dashboard is active, it's icon and the Activity display in color (the color of the Room to which they are assigned); Activities that are **not** active are not shown in color.
8. We will look at the Action Panel for the Sonos speaker in the next procedure.

Controlling a Device

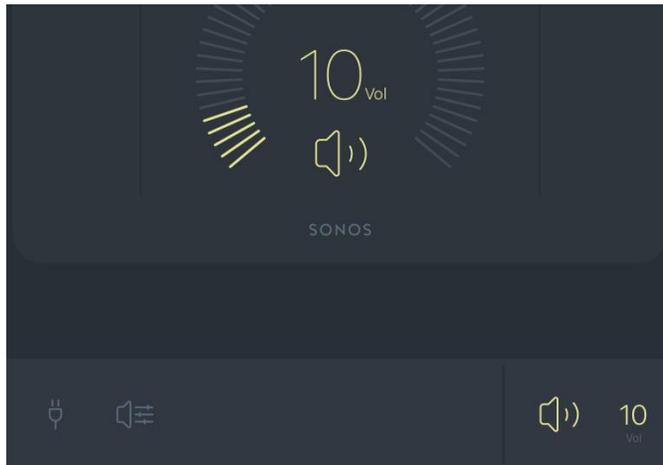
This procedure assumes you have added a Sonos speaker to Roomie Remote.

To control a Device:

1. On your iOS or macOS Device, tap the Roomie Remote icon to open the app.
The Dashboard appears. If another screen appears, navigate to the Dashboard.
2. Tap **Listen to Sonos**.
The **Listen to Sonos** Action Panel appears.



3. This is a screen you are going to see a lot, so let's look at it for a bit:
 - In the upper left corner is the **Home** icon (a house). Tap the **Home** icon to return to the Dashboard.
 - In the center of the screen is the Action Panel Name, now showing the name of the active Device, **Sonos**. Tap the Action Panel Name to get the Action Panel Name Menu, a list of commands that is context sensitive.
 - In the upper right corner of the screen is the **Guides** icon (an open book). Tap the **Guides** icon to display your guides.
 - The main part of the screen is the Action Panel. It shows the controls appropriate for the Activity.
 - In our case, it is showing the controls for the Sonos speaker. Text labels are available; pull down the Action Panel Name Menu and select **Show Text Labels**.
 - If you scroll down, a large volume control appears (not visible in the graphic above), which you can use to control the volume for the current Activity.
 - Below the large volume control is the word **Sonos** (not visible in the graphic above). This is the Logo Tray; it says Sonos because the Device whose Action Panel is active is from Sonos. Tap the Logo Tray (in this case, **Sonos**) to bring up additional controls that are appropriate for the Sonos speaker.



This image shows the bottom of the large volume control and, just below it, the Logo Tray.

As this is a Sonos Device, the Sonos logo is shown in the Logo Tray.

The Homebar is also visible, at the bottom of the image.

If you edit an Activity to add additional commands to it, those commands may also appear in the Logo Tray, depending on the command.

At the very bottom of the screen is the Homebar.

In the graphic on the previous page, it shows an icon for a HomeKit Device, a volume icon, and the volume controls for the Sonos speaker.

4. Tap the **Home** icon to return to the Dashboard.

SETTINGS

This section describes the Settings for the Roomie Remote app, which let you control a variety of important functions for using Roomie Remote.

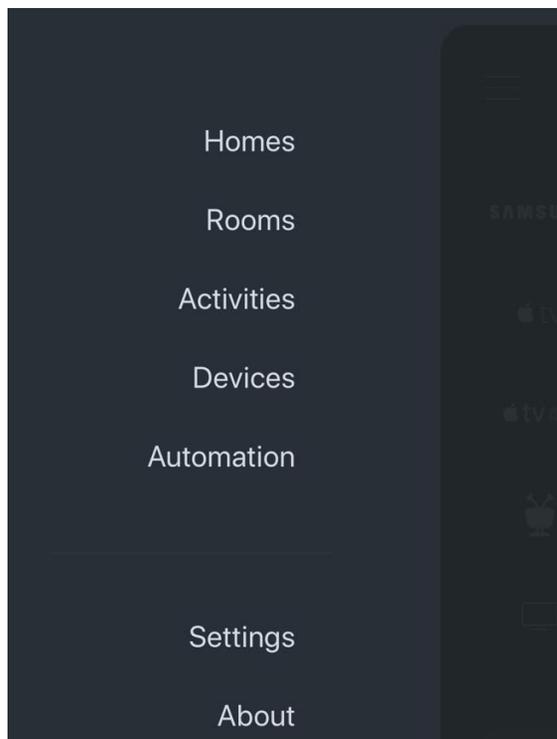
Accessing Settings

The **Settings Menu** gives you access to Roomie Remote Settings.

To access Settings for the Roomie Remote app:

1. Open the Roomie Remote app on your iOS or macOS Device.
2. Tap the **Settings Menu** (three horizontal lines, upper left corner).

The list of Settings categories appears on the left.



To return to Roomie Remote, tap on the right side of the screen.

3. Tap on the name of the Settings category you want to view.
4. To return to the list of Settings categories, tap the three horizontal lines in the upper left corner of the screen, as appropriate.
5. To return to Roomie Remote, tap the right side of the screen; you will be returned to the screen you were on when you tapped the **Settings Menu**.

Homes

A Home corresponds to a real world home or office. It represents the entire configuration controlling all items below it including Rooms, Activities, Devices, and Automation. A few Settings are local to your controlling device such as whether to use In-App Haptics, and some are specific to the current Home such as Custom Devices.

Homes are either Owned or Shared or Local. The owner of a Home configuration is the only one that controls which Apple HomeKit accessories are associated with the home. If you share a Home, you must also share the same Home in the Apple Home app in order for the person you shared with to be able to control the same HomeKit accessories.

IMPORTANT: If you have multiple homes in the Apple Home app, make sure they are named **exactly the same** as the associated home in Roomie Remote to ensure that only the appropriate accessories are synchronized. If you change the name, the Owner can use the Force HomeKit Sync button to update.

Roomie provides two ways to share a home. The original, cloud-based sharing method called *Cloud Sharing* is generally the most complete because it supports remote synchronization. The new, local network sharing method called *Instant Home Sharing* is very simple, fast, and preferred for most sharing scenarios today especially if control is expected to be restricted to the local network as is usually the case.

Instant Home Sharing takes place entirely on the local network. The sharee installs Roomie Remote at the same version of the Primary Controller, and joins the same Wi-Fi network. Within a few moments, the sharee will be presented with an alert to join the detected Home. If the Primary Controller has enabled the setting in Always-on Services named *Instant Home Sharing*, the sharee will then be joined to the local home. That's it. Just one button tap. This method of synchronization is entirely local to the network and does not synchronize when the sharee device is removed from the local network. It does however work over VPN solutions.

Cloud Sharing a home happens via iCloud. Tap the **Sharing...** button for the Home you wish to share from the Homes panel. Then tap **Add People...** Now choose the method you'd like to use to send the recipient the shared Home. Note that you are not sending a copy of the Home, but rather ongoing access to the Home and immediate updates whenever it is changed. You may revoke such access at any time in the Sharing panel using the Stop Sharing button or by selecting a specific share and removing access.

Using Messages to send the *Cloud Sharing* share generally works best, but many options exist for sending the share to your recipient. Instruct the recipient to install the Roomie Remote app prior to using the link – it does work either way but the flow is smoother if you install the app first, run it, and then receive the share. Tap **Share Options** at the bottom if you'd like to specify that the user is a **View only** user and thus unable to make any changes to your configuration. In general, we recommend not using that feature and instead activating **Prevent Editing** on the device(s) associated with the user, but specifying a user as **View only** is an effective method to ensure absolutely no changes can be made by the shared party. Note that core system state (for instance the current activity in a room) is not a configuration change and will still be immediately reflected on all devices shared or owned regardless of the View only setting.

You may add new homes using the **Add Home** button. Homes you add are always owned by you (the active iCloud account shown in the Settings app of your device). All other access is via your opting to share the Home. All homes and all changes therein are immediately reflected via iCloud on all of your Owned devices, and to anyone with whom you have shared.

To delete a Home, swipe right to left on the Home to expose the Delete button.

IMPORTANT: Deleting a Home also deletes the Home on all of your other devices, deletes any record of Cloud Sharing, and deletes the Home on all Cloud Sharing devices. **It is a global delete.** Instant Home Sharing devices will simply be unable to contact the Primary Controller, but the home is not deleted. Please be sure you want to completely delete the home before using that option.

The **Name** of your Home should be the same as the name of the Home in Apple's Home app if you use it for other home automation devices.

The **Wi-Fi SSID** field will attempt to auto-populate, but may need to be manually set. If you use third-party VPN software, setting this field will allow Roomie Remote to detect whether you are on your home network, whether you are currently connected to a VPN, and whether you can currently control your devices. You will then receive appropriate warnings if your connectivity is not correct for your home. To disable all of that, set this field to blank.

The **Location** field allows you to specify your GPS location using the **Set Current Location** button. Use that button when you are at the actual location of the Home. The field will then automatically populate with your device's description of that Home's address. If you have multiple Homes, Roomie will automatically attempt to switch configurations based on your GPS location if you are closer to one home than another.

The **Primary Controller** allows you to specify which of your iOS, iPadOS, tvOS, or macOS controllers act as your Primary Controller. Your Primary Controller is explicitly selected and it is recommended for many configurations. If you specify a controller here, only that device will ever be the Primary Controller. *In certain cases, this is required.* For example, using Honeywell or Ecobee thermostat control when controlling devices directly via Cloud Service and not via HomeKit requires specifying this. Alexa Control also requires this to be set. **All Automation features require specification of a Primary Controller.** All devices that support only one connection at a time require a Primary Controller.

Only several specific features depend on a Primary Controller. These include relay of commands to work around devices only capable of a single connection such as Denon/Marantz/Onkyo/Integra/Pioneer receivers, nVidia Shield, Amazon Fire TV, LG WebOS TVs, and Samsung 2018+ TVs. If you use any of those devices, it is recommended to specify this field as a fixed device. An option to *Disable Relay* is also provided on a device by device basis in the Advanced panel for the device if you choose to turn off the relay feature. **All Automation features require specification of a Primary Controller. Use of Instant Home Sharing requires a Primary Controller.** If you use only one device to control your Roomie Remote environment, a Primary Controller specification is not needed.

The **Primary Controller** should be an always-device connected to power or a charger. You may wish to consider the use of an Ethernet adapter with passthrough power for iOS devices. For a macOS device or tvOS device with built-in Ethernet, make sure they are set to sleep Never.

Ideal Primary Controller configurations at the time of this writing in mid-2023 include:

- iPad Air 5 with Magic Keyboard. Power connects to the keyboard. USB-C on the iPad connects to the Ethernet adapter.
- iPhone 13 mini. Use Apple's combination Lightning power/USB dongle. Ethernet dongle attaches to that.
- Mac mini M2 (unique option allowing for 10G Ethernet)
- Apple TV 4K (2022 Ethernet Model) (least expensive option)

Many other combinations exist for a Primary Controller, but the above list represents the top choices at this time.

To **Backup** your configuration, tap Backup on this Homes screen and select an appropriate location for your Backup file. To **Restore** a configuration, tap "+ Restore Home" from the bottom of the list of Homes and then select an appropriate backup file created from the previous step.

Synchronize HomeKit is turned on by default. If you don't wish to see HomeKit accessories in your configuration, you may turn this off here. Accessories automatically synchronize at launch and when a change is detected if this switch is turned on. If something seems out of sync, the **Force HomeKit Sync** button here performs a top to bottom replacement of all HomeKit related accessories. In general, accessory

references in Activities or Automations will not lose their linkage if this is performed, but you should perform some spot checks if you use this option.

Rooms

A Room is a physical space in a home or office. If you use Roomie Remote at your home, then a Room could be a bedroom, or living room.

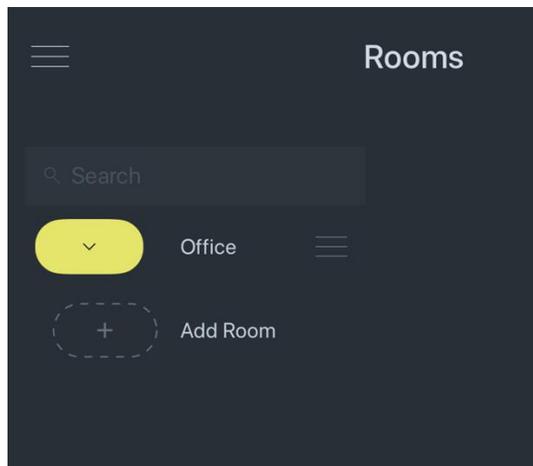
You can create as many Rooms as you want and name them whatever you want depending on your subscription level. You may have Rooms automatically created for you depending on your existing HomeKit setup.

When you tap on **Rooms** in the list of Settings categories, the **Rooms** screen appears. It shows existing Rooms and the colors assigned to those Rooms. It also lets you edit the settings for an existing Room or add a new Room.

When you are done using the **Rooms** screen, tap the **X** in the upper right corner for iPhone or the Settings menu on iPad/macOS to return to the list of Settings categories.

To add a Room:

1. In Roomie Remote, **Settings Menu > Rooms**.



The **Rooms** screen appears.

2. Tap **Add Room**.

The **Add Room** screen appears.

3. In the **Name** field, enter a name for the Room.

4. In the **Power Off Activity** field, accept the default setting or tap the **Edit** icon (it looks like a pencil) to change its settings.

If you tap the **Edit** icon, the **Edit Activity** screen appears.

Make the desired changes to the Activity, then tap **Save**.

If you decide not to make any changes, tap **Cancel**.

5. In the **Add to Dashboard** field, tap to disable it if you do not want the Room you are adding to appear on the Dashboard.
6. Tap **Add**.

To edit the settings of a Room:

1. In Roomie Remote, tap the **Settings Menu**, then tap **Rooms**. The **Rooms** screen appears.
2. Tap the row of the Room you want to edit. The settings for that Room appear.
3. In the **Name** field, change the current name, if desired.

4. In the **Power Off Activity** field, accept the default settings or tap the **Edit** icon to change its settings.
5. The **Thermostat** field allows specification of a specific Thermostat that applies to this room. As Thermostats are often zone based instead of Room based, specifying a thermostat here can be very useful. This will be the Thermostat appearing by default whenever you tap the Homebar Thermostat button from this Room.
6. In the **Add to Dashboard** field, tap to disable if you do not want the Room you are adding to always appear on the Dashboard.
7. Many **Siri Shortcuts** buttons may also appear on this page if you have the feature turned on in Settings. You may activate and specify the activation syntax for room-specific invocations via Siri on this page.
8. If you want to delete the Room, swipe right to left on the Room name in the list and then tap the resulting **Delete** button.

Tap **Delete** on the confirmation that appears. The Room is deleted.

To change the color assigned to a Room:

1. In Roomie Remote, tap the **Settings Menu**, then tap **Rooms**. The **Rooms** screen appears.
2. Tap the oval color swatch of the Room whose color you want to change. The **Select Color** screen appears.
3. Tap the desired color swatch.

The color is accepted, and the **Rooms** screen appears.

Activities

Activities are what you do in Roomie Remote: watch television, listen to music, control your thermostat, and so on. Activities are created automatically when you add a Device; you can also manually create an Activity or edit an existing Activity.

Refer to [Activities](#) for detailed information about Activities.

Devices

Devices are the components you want to control with Roomie Remote. For example, a TV, a receiver, a thermostat, a wireless speaker, a video camera, or a streaming Device; all of these, and many more, are Devices to Roomie Remote.

Devices are always associated with a Room. Refer to [Devices](#) for detailed information about Devices.

Automation

Automation let you monitor the status of a Device and take an action when the status of the monitored Device changes to something you have specified.

Roomie Remote supports the following types of Automation:

- **Device-based:** You can configure Automation that monitors specific Devices for a particular action; when the action occurs, Roomie Remote initiates an Activity or a command.

For example, you could set up Automation to watch for the lights in your living room being turned on. When the lights go on, Automation causes Roomie Remote to run an Activity that turns on the TV and

set top box in your living room. You could also create a second Automation to do the reverse: when the lights are turned off, the TV and set top box are also turned off.

Roomie Remote can monitor these Devices: HomeKit accessories, many supported Lutron controllers, Philips Hue, most Sony televisions, Vera, Universal Devices ISY, iTach Contact Closures, and iPort SurfaceMount.

Additional Devices are added from time to time; check the Device on the appropriate [Compatibility page of the Roomie Remote website](#) to see if it supports Device-based Automation.

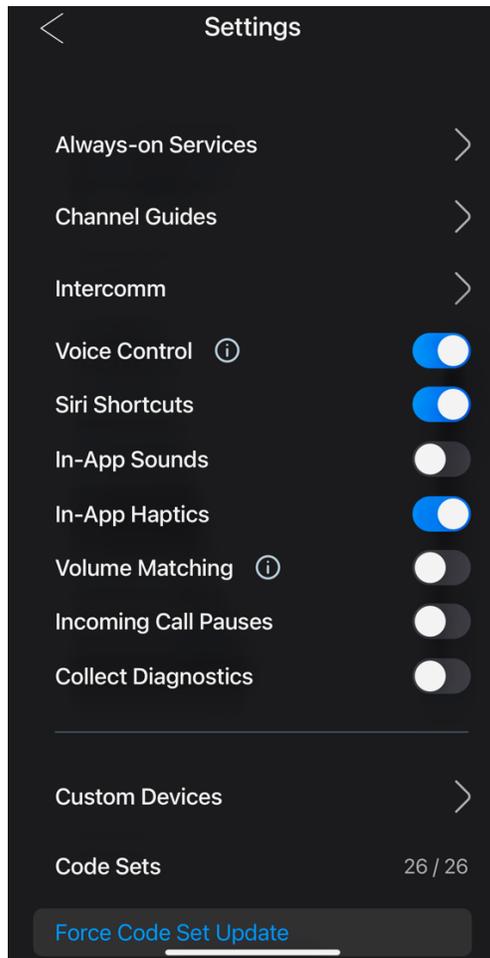
- **Timer-based:** You can create an Activity that performs an action based on an amount of time passing. For example, you could create an Activity to turn off the system after 30 minutes have passed. These Automations are created via commands in Activities and not in the Automation editor.
- **Time-based:** You can configure Automation that runs an Activity or a command based on the day and time.
For example, you could create Automation that runs an Activity every weekday evening at 11 p.m.
IMPORTANT: Make sure to create the Activity you want to run *before* you create the Automation.
- **Dynamic Time-based:** Automations can be created by delaying command execution from within an Activity. Add a command in an Activity for instance to start another activity and then Add Delay for 1 minute on that command. When executed, a temporary Automation entry is created to represent the future action.

Refer to [Automation](#) for complete information about Automation.

Settings

Settings let you control various aspects of Roomie Remote.

To access Settings, **Settings Menu > Settings**.



Always-on Services

This section contains controls for devices that are always running Roomie Remote.

Tip: If you dedicate an iOS, iPadOS, tvOS, or macOS Device to running Roomie Remote, that device can act as your Primary Controller and thus become responsible for Alexa commands and other relayed commands for specific devices. You should designate a dedicated device for that role in the Homes panel.

Tap **Always-on Services** to bring up the **Always-on Services** screen.

The exact list of options shown here depends on your device. macOS devices show fewer options as some items do not apply there. The **Always-on Services** screen gives you access to:

- Guided Access (read-only here, must be setup in Apple's Settings app Accessibility section)
- Prevent Editing / Single Room Mode
- Prevent Screen Idle

- Alexa Control
- Local Network Control
- Instant Home Sharing (shown only on the Primary Controller)

Guided Access

Guided Access Mode is an iOS/iPadOS feature that restricts the Device to running a single app; in this case, Roomie Remote. It also silences extraneous iOS interruptions. ***Guided Access Mode locks your Roomie Remote device; you must exit Guided Access Mode in order to change apps.***

Guided Access Mode is quite useful if you decide to dedicate an iOS/iPadOS Device to running Roomie Remote.

Guided Access, in conjunction with Single Room Mode, dedicates Roomie Remote to a single Room. This could be used in a Guest Room, for example, where you want the iOS Device to work in that Room only and you do not want Roomie Remote configuration to be edited. You may want to consider the use of an Ethernet adapter as well to remove the variability of Wi-Fi. Alternatively, a tvOS or macOS Primary Controller generally comes with Ethernet built-in.

Guided Access is not available on macOS because alerts and notifications on macOS have no affect on other apps so the feature is not needed. For best performance on macOS, leave Roomie Remote in the foreground and turn off Sleep for that device.

To dedicate an iOS or iPadOS Device to Roomie Remote:

1. Connect the Device to a power source.
2. On your Device (*not in Roomie Remote*), navigate to **Settings > General > Accessibility > Guided Access**.
The **Guided Access** screen appears.
3. Enable Guided Access (by tapping the slider so the green background appears).
4. Tap **Passcode Settings**.
5. Tap **Set Guided Access Passcode** or enable Touch ID (you can do both).

If you decide to set a passcode, make sure not to forget it.

6. Exit from **Settings** on your iOS Device.
7. Open the Roomie Remote app.
8. Tap the **Settings Menu**, tap **Settings**, then tap **Always-on Services**; set **Auto-Lock Delay** to **Never**.
9. With Roomie Remote open, triple click the Home button on the iOS Device.

A popup screen appears, telling you that Guided Access has started.

You can use the Roomie Remote app normally on the iOS Device, but you cannot leave the app until you exit from Guided Access mode.

10. To exit from Guided Access mode, triple click the Home button, enter the passcode, then click **End**.

A popup screen appears, telling you that Guided Access has ended.

Prevent Editing

Prevent Editing prevents all configuration changes to Roomie Remote. You can use Roomie Remote, you just cannot make any configuration changes.

Prevent Editing applies only to the Roomie Remote app on the iOS, iPadOS, or macOS Device you are currently using. So if you are sharing the same Roomie Remote configuration on an iPad and an iPhone, for example, and you enable **Prevent Editing** on the iPad, there is no impact on the Roomie Remote app on your iPhone.

NOTE: **Prevent Editing** is disabled by default.

You can lock the configuration of Roomie Remote with a PIN or Touch ID or Face ID for temporary access for configuration changes by combining Prevent Editing with Guided Access. All changes to the configuration of Roomie Remote on the iOS Device you specify are locked out until you disable Guided Access.

Single Room Mode

When you enable **Prevent Editing**, **Single Room Mode** becomes available.

NOTE: If you disable **Prevent Editing**, **Single Room Mode** is also disabled. **Single Room Mode** lets you restrict Roomie Remote usage to a single Room.

To restrict Roomie Remote usage to a single Room:

1. Enable **Prevent Editing**.

Single Room Mode appears, showing **All Rooms**.

2. Tap **All Rooms**. A menu appears, showing **All Rooms** and all configured Rooms.
3. Tap the Room you want Roomie Remote to work in.

NOTE: This prevents Roomie Remote from functioning in other Rooms.

The list of configured Rooms disappears; the name of the selected Room appears under **Single Room Mode**.

NOTE: You can now use Roomie Remote only in the specified Room.

If you want to be able to use Roomie Remote again in all Rooms, set **Single Room Mode** back to **All Rooms** or disable **Prevent Editing**.

Prevent Screen Idle

Tap **Prevent Screen Idle** to disable the iOS cycle that results in dimming and then turning off the screen of the device. You may also wish to adjust the Auto-Lock setting in the iOS Settings app under Display & Brightness. Additionally, in the iOS Settings app under Display & Text Size, there is the Auto-Brightness setting. *Setting Prevent Screen idle to On, Auto-Lock to Never, Auto-Brightness to Off, and then using Guided Access is the combination to ensure an always-on device.*

Local Network Control

Local Network Control enables an HTTP REST API on your local network for unauthenticated Activity launching from other systems or apps. The API documentation is available in the website Knowledge Base. Commonly, this interface is used for things like SmartThings Triggers starting an Activity based on tripping a motion detector. However, the interface is entirely open so can be used by any external system. This interface defaults to off. Consider any network security issues in your environment before activating.

Alexa Control

Activating **Alexa Control** turns this device (and this device only) into a receiver for commands from Alexa. Additional options will appear when this switch is active including the Alexa Visibility controls, and a button to launch and link the skill with your Alexa devices. To enable Alexa Control from a device (only one device should be enabled as such), make sure the device is setup to be always-on via Guided Access, connected to power at all times, Alexa Control is turned on, the Roomie Remote Alexa Skill is enabled in the Amazon Alexa app, and you have linked the same Sign in With Apple account through the Alexa app as you used to sign in to Roomie Remote. You can reset Sign in With Apple in Roomie if needed from the iOS Settings app under *[Your Name]->iCloud->>Password & Security->Apps Using Apple ID*. The Alexa Control option should only be used on your Primary Controller as it must stay online to handle Alexa requests.

Alexa Visibility

If the Alexa Control switch is on, the **Alexa Visibility** panel will also be available. In this panel you may turn on and off any Room, Activity, or Device as visible to Alexa or not. These controls allow precise de-cluttering of items that you don't want to control from Alexa.

Channel Guides

Channel Guides lets you add Channel Guides for your TV channel provider.

NOTE: You must specify at least one **Guide Provider** as part of adding a **Channel Guide**.

To specify a Guide Provider:

4. In Roomie Remote, **Settings Menu > Channel Guides**.
The **Channel Guides** screen appears.
5. Tap **Add Guide** on the **Channel Guides** screen.
The country selection menu appears.
6. Specify a **Country, Postal Code, and Language**.
7. When the **Providers** list appears, make the appropriate selection.
8. The **Select Channels** screen appears, now showing the channels available from the provider you specified.

On the **Select Channels** screen, put a check to the left of the channels you want to set as favorites.

NOTE: Roomie Remote shows all available channels, including premium channels that may require additional payment. So while you may be able to see a channel in the list, it does not necessarily mean you can view it. Correlate the channels in the list with the actual channels you need to tune to determine which to select.

9. Tap the back arrow at the top to complete your selection of channels.
The **Add Guide** screen appears.
10. Tap **Add**.
The **Channel Guides** screen appears.
11. Tap the back arrow at the top to exit the **Channel Guides** section.

Intercomm

Settings specific to intercom functionality are available here. Intercomm is a separate app while the intercom functionality if licensed in that app is also provided within Roomie Remote allowing you to run either app on your device to maintain the intercom feature. **Enable Intercomm** turns on or off the intercom functionality regardless of any license. **Device Identification** specifies a custom identity for this device such as "Master Bedroom" instead of "Joe's iPad" to distinguish it more easily in lists of Intercomm clients. Settings are also provided here for various required system permissions related to Intercomm.

Intercomm Voice Control is enabled via the **Voice Control** switch. Speech is processed locally, not sent to the cloud. Activating the Voice Control option enables the following voice commands to your local device:

- "Intercomm Hangup"

- “Intercomm All”
- “Intercomm <Location Name>”

The latter command can be used with any of the Intercomm names in your list of Intercomm instances. You should use the Device Identification field to ensure simple and easy to understand names are used for each of your devices. Good examples are “Master Bedroom” and “Living Room” for instance. These will have very high rates of correct parsing by the voice control system.

The **Pair Sonos** button provides a way to pair your Sonos Account with Roomie Remote. If you have already added a Sonos Cloud device to your Roomie configuration, this button will already be configured. Once paired, announcement messages can be sent to your local Sonos speakers. An additional option to **Always Play via Sonos Cloud** ensures that such announcements will always be sent via the Sonos Cloud. If not set, Roomie will attempt in certain cases to send such announcements directly to the Sonos speakers on your local network. You must have added every Sonos speaker involved to your local Roomie configuration in that case. Sending them locally is generally faster and will be synchronized between speakers, but will not reset the speakers to their prior content. Using the Sonos Cloud ensures that the speakers return to exactly what they were doing before the announcement and conveniently ducks the prior sound during the announcement.

Siri Shortcuts

Enable Siri Shortcuts to activate the user interface throughout Roomie Remote for Siri voice control and enable iOS integration with it. Activities can be started and stopped, commands such as play/pause can be issued by room, and more. Specific commands are also available for scripting-level control from a Shortcut such as detailed command issuance including explicit volume control, setting the current room, and more.

In-App Sounds

Enable **In-App Sounds** (tap the slider to display the blue square) if you want buttons in Roomie Remote to make a sound when you tap them.

In-App Sounds is off by default.

In-App Haptics

Enable **In-App Haptics** (tap the slider to display the blue square) if you want buttons in Roomie Remote to vibrate when you tap them.

NOTE: **In-App Haptics** works only on iOS Devices that support vibration. If the iOS Device you are using does not support vibration, then **In-App Haptics** has no effect. iPads do not support haptics.

In-App Haptics is on by default on supported devices.

Volume Matching

Enable **Volume Matching** to use the physical volume buttons on your iOS or iPadOS device to impact the current activity when Roomie Remote is open to an activity with an Action Panel. The volume of your Activity’s Volume Device will be set proportionally to the volume of your iOS/iPadOS device. In other words, if you increase your iPhone to full volume, your receiver will also go to full volume. The ramp for this is deliberately slowed to avoid accidental changes.

Incoming Call Pauses

Enable **Incoming Call Pauses** (by tapping the slider so the blue background appears) if you want Roomie Remote to invoke the Pause button on the active Action Panel when you receive an incoming phone call. The feature is also compatible with most Voice over IP apps.

NOTE: **Incoming Call Pauses** has no effect on iOS Devices that do not receive telephone calls. You must have an Activity open with an Action Panel that has a Pause button.

Collect Diagnostics

Enable **Collect Diagnostics** if you are directed to do so by Roomie Remote **Support**. This setting creates a log that is useful in diagnosing issues. The same log can be viewed live on iPadOS and macOS devices using the **Show Live Diagnostics** button visible when Collect Diagnostics is turned on. That button will open a separate window from which to view the log as it happens.

IMPORTANT: Enabling **Collect Diagnostics** causes Roomie Remote to run much slower and use significant storage space on the Device. Be sure to disable **Collect Diagnostics** when you are done gathering the necessary data and consider using the **Reset Diagnostics** button if a large amount has accumulated.

Collect Diagnostics is off by default.

If you are directed to turn on Collect Diagnostics by Roomie Remote Support:

1. Close all Activities in Roomie Remote, then tap **Collect Diagnostics**.
A confirmation dialog appears, telling you that collecting diagnostics results in slower performance.
2. Tap **OK**.
3. Restart your iOS Device using the power button.
4. Open Roomie Remote and perform actions as directed by Roomie Remote Support.
5. Tap **Send Diagnostics** (to send the diagnostic information to Roomie Remote Support) and then disable **Collect Diagnostics**.
6. Respond to your active support ticket, or email Roomie Remote Support (support@roomieremote.com) and let them know the time you sent the diagnostic information.

Custom Devices

Check your subscription level to confirm this feature is active. Unlimited is required for this feature. Custom Devices can be created to support things that are not in the main library. To add a Custom Device, tap **Custom Devices**, tap **+Add Custom Device**, and enter the codes from the protocol document of the device you are adding.

Custom devices are added right from the user interface in this Custom Devices panel. Supporting a huge array of base protocols and entry of custom commands in many formats, the Custom Devices editor now allows adding almost any custom device.

IMPORTANT: Adding a custom non-infrared code set can be a technical process. Roomie Remote recommends reading the **Support Knowledge Base entry about adding support for a Custom Device** that provides detailed instructions for adding custom devices. Note that custom infrared devices can be added usually without any special instructions. To add a custom infrared device, make sure you have at least 1 infrared device already in your Devices panel associated with a Global Caché infrared adapter, and then use the Custom

Devices panel to Add Custom Device and select Global Caché IR as the protocol. Then, tap the resulting **Learn Infrared Codes** button to learn each individual code.

NOTE: If you are adding a Device that Roomie Remote cannot discover automatically, you will need to add it manually using **Add Device Manually**. After adding a Custom Device, you then instantiate that Custom Device by adding the actual device in your environment from the Devices panel using the **Add Device Manually** option. In other words, the relationship between Custom Code Sets and Devices is One to Many and thus you must create at least one of both to add a Custom Device.

Reset Local Settings

Tap the **Reset Local Settings** button to delete all Roomie Remote settings on the iOS device you are currently using, including any Rooms, Devices, or Activities you have created.

IMPORTANT: Roomie Remote recommends making a backup of your current configuration before resetting.

NOTE: Resetting the local Roomie Remote configuration has no impact on the settings of any devices in your environment or on any other Roomie Remote client in your Roomie Remote environment. After resetting, any Homes stored in iCloud will automatically re-synchronize to your current device. To remove a Home from iCloud itself, delete it from the Homes panel.

Delete Account and Data

Tapping the Delete Account and Data button will purge all Local Settings, and purge the associated Sign in With Apple account.

About

About provides information about Roomie Remote subscriptions.

Days Until Renewal

Displays the number of days left on your current subscription.

Tap the number of days left to display more information about subscriptions.

To purchase a subscription, tap the button of the desired device plan, tap **Continue**, and then follow the instructions. Existing subscriptions can also be changed here by selecting the new level and then tap **Continue**. Apple pro-rates subscription changes within the same family of subscriptions.

Restore Purchases

Tap **Restore Purchases** to restore purchases you have made that are not active.

This may be necessary if you are resetting the configuration of a device, or reinstalling Roomie Remote. Note that if you purchased your subscription inside a different app such as Simple Control 4 or 5, you may need to install that old app and Restore Purchases from it directly as Apple does not associate subscriptions between apps. The new app will then recognize the old subscription until the next renewal. Make sure to migrate your subscription to the new app to avoid that need in the future. The old app is available in your App Store purchase history if you need to re-download it for this purpose.

DEVICES

This section describes how to control your Devices in Roomie Remote.

About Devices

Devices are the things you want to control with Roomie Remote. For example, a TV, a receiver, a thermostat, a wireless speaker, a video camera, or a streaming Device; all of these, and many more, are Devices to Roomie Remote.

To control a Device, the Roomie Remote app must be able to communicate with it:

- The Device must be either on the local network directly (called direct IP) or connected via an “adapter” that is on the network directly (such as a Global Caché iTach Flex). iTach adapters get Devices that are controllable via infrared or serial connections onto your local network.
- The Device must be on the same network as the iOS Device hosting Roomie Remote.

IMPORTANT: After you add a Device, Roomie Remote **strongly recommends** reserving the IP address assigned to the Device. This can be done using a feature of your router generally called “static IP” or “DHCP Reservation”.

Refer to your router documentation for more information. Roomie Remote often recognizes when the IP address of a Device it controls changes and adapts to the change. However, some devices and some events like a power outage may result in changed IP addresses, making it appear that Roomie Remote is not working correctly when in fact the issue is changed IP addresses on the network; reserving the IP address of a Device prevents this issue.

Prerequisites

Two things are *required* to control a Device using Roomie Remote:

1. The Device must be accessible and controllable on the local network.

There are three ways to get a Device accessible and controllable on a network:

- **Direct IP.** In this case, network access and IP control – via Wi-Fi or Ethernet – is built in to the Device. Follow the manufacturer’s instructions to get the Device onto the network. A key advantage of IP-controllable Devices is that many provide additional feedback (called live feedback) that is not available via infrared control. No additional hardware is needed for Roomie Remote to control these Devices.

Be sure to check the Device Compatibility page on the Roomie Remote website to make sure IP control is enabled for a network-accessible Device.

The existence of an Ethernet port does not guarantee the Device can be controlled via direct IP. The manufacturer must explicitly enable IP control.

- **Infrared.** Infrared control is built into the vast majority of consumer electronic Devices sold in the past few decades. So if your Device comes with a physical remote, you can very likely get it connected.

Use a Global Caché iTach (referred to as “infrared/serial adapters”) and an appropriate cable to get an infrared Device connected to your network and controllable by Roomie Remote.

- **Serial.** Some Devices can be connected to your network and controlled via a serial (RS-232) connection. There are several types of serial cables, so make sure to get the right one.

Use an infrared/serial adapter and a serial cable to get a serial Device connected to your network and controllable by Roomie Remote.

2. The Device must be supported.

Roomie Remote must be configured with the commands to control the Device.

Refer to the [Device Compatibility page on the Roomie Remote website](#) to see if a Device is supported. There are three compatibility lists, organized by how the Device connects to the network: direct IP, infrared, and serial.

NOTE: It is possible to add support manually for a currently unsupported Device if you are using an iTach adapter. Refer to [Adding Support for a Custom Device](#) for more information.

Adding a Device

The following procedure adds a Sonos speaker.

To add a Device:

1. In Roomie Remote, **Settings Menu > Devices**.

The **All Devices** screen appears, showing all currently configured Devices.

2. Tap the large plus sign (+) in the upper right corner or the **Add Device** button.

The **Add Device** screen appears.

IMPORTANT: Some Devices take longer than others to appear on the **Add Device** screen. Roomie Remote uses multiple protocols to find all relevant Devices on the local network. If the Device you want to add does not appear immediately, wait for a minute then check again. In some cases, power cycling your iOS device or the device you want to find may help as well.

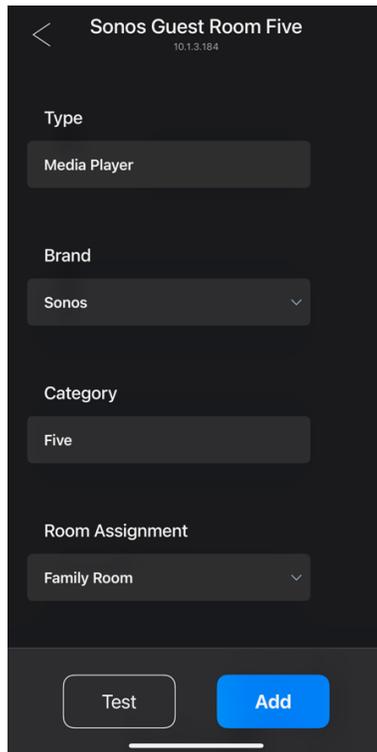
The **Add Device** screen gives you several options to choose from:

- **Direct IP Devices:** Lets you add the Devices that Roomie Remote found automatically. For example, Sonos One or Apple TV.
- **Infrared/Serial Adapter:** When you use a Global Caché iTach to make an infrared or serial Device accessible and controllable by Roomie Remote, you select the adapter listing on the **Add Device** screen.
- **Cloud Service:** Tap the **Add Cloud Service** button to add Devices controlled by a cloud service (SmartThings, Honeywell, Nest, Ecobee, and so on), if you have any in your environment. Because a cloud service displays on the **Add Cloud Device** screen does not mean it is necessarily available in your Roomie Remote environment.
- **Add Device Manually:** Lets you add, by IP address/DNS name and port, Devices that are not automatically discovered. You can enter either the IP address or DNS name and port number.

IMPORTANT: If you add a Device manually, reserve the IP address assigned to the Device. This can be done using a feature of your router generally called “static DHCP” or “DHCP reservation”. Refer to your router documentation for more information.

- For this procedure, tap **Sonos Five**, then tap **Next**.

The **Sonos [nickname] Five** screen appears.



You can select:

- **Type, Brand and Model:** Not configurable.
- **Room Assignment:** Lets you assign the Device you are adding to a Room from the list. If the Room doesn't exist, Roomie Remote creates it.
- **Nickname:** Lets you type in a nickname for the Device you are adding. The nickname appears in the Device's name when you are editing the Device or you are looking at lists of Devices.
- **Primary Volume for Room:** Enable if you want the Device you are adding to be the primary volume Device for the Room to which it gets assigned. Disabled by default.
- **Advanced:** Brings up additional settings relevant to the Device you are adding.

- **Test:** Tap to bring up the Action Panel for the Device you are currently adding. Tap **Done** when you are done testing.

TIP: Using **Test** is a good way to determine whether or not the Device is correctly configured. When the Action Panel appears, try some commands to see if they work or not. If they work, then the Device is correctly configured.

NOTE: Depending on what Device you are adding, and how you are adding it, there may be more, less, or other settings on this screen.

- Configure the Device appropriately, then tap **Add**.

The **All Devices** screen appears, showing the Device you just added.

- Click the three lines in the upper left corner of the screen, then tap the right side of the screen.

IMPORTANT: After you add a Device, Roomie Remote **strongly recommends** reserving the IP address assigned to the Device. This can be done using a feature of your router generally called "static IP" or "DHCP reservation". Refer to your router documentation for more information.

Editing a Device

You can view or make changes to a Device's settings after you configure it.

To edit a Device's settings:

1. In Roomie Remote, **Settings > Devices**.
The **All Devices** screen appears.
2. Tap the Device whose settings you want to view or edit.
The settings screen appears for the Device you selected.
3. View the current settings and make any desired changes.
4. Tap **Test** to test the new settings, **Done** to save the new settings and exit.

Deleting a Device

If you no longer need a Device, you can delete it.

To delete a Device:

1. In Roomie Remote, **Settings > Devices**.
The **All Devices** screen appears.
2. Swipe from right to left on the Device you want to delete.
The Delete button appears for the Device you swiped.
3. Tap the **Delete** button.
4. Tap **Delete** on the confirmation dialog if any. The Device is deleted.

Additional Settings

The Sonos Device we added earlier had few advanced settings. Other Devices you add may have many more advanced settings.

Other advanced Device settings you could see include:

- **Power for All Activities:** Enable if you want the Device you are configuring to be powered on for all Activities in a Room.
For example, if you are configuring a TV that is going to be used for two Activities in one Room – watching television and watching Apple TV, for example – that are the only two Activities in the Room, you would enable this feature as the television needs to be on for all Activities in the Room.
- **Track Power State:** Keeps the power state of the Device in Roomie Remote in sync with the actual power state of the Device. Puts a power toggle control on the list of Devices (in Edit mode) so that you can easily switch the Device to the desired power setting if it gets out of sync.
Track Power State should not be enabled if the Device supports discrete on and off power commands; it is included for legacy Devices that only support toggling the power setting.
- **Volume for All Activities:** Enable if the Device you are configuring is providing sound for all Activities in a Room. Roomie Remote only allows this to be enabled for one Device in a Room, as this option sets the volume control for all Activities in a Room.

You would not enable this setting if you had a television providing sound for one Activity and a speaker providing sound for a different Activity in the same Room.

- **Input Switching:** Configure if you have two or more Devices providing input to one other Device. **Input Switching** tells the Device receiving the inputs which input to use for which Activity.

For example, if you have a set top box providing input to a television on HDMI 1 and an Apple TV providing input to the same television on HDMI 2, you need to configure the television with this information. Then, when the set top box is part of an Activity, the television will use the input it is receiving on HDMI 1 and when the Apple TV is part of an Activity, the television will use the input it is receiving on HDMI 2.

Use of this is entirely optional. You may also simply configure input switching commands manually.

- **Retransmit Count:** Some Devices require multiple infrared transmissions for every command; Roomie Remote sends **1** by default. **Retransmit Count** lets you increase the number of transmissions to up to 7.

TIP: If you are having infrared reception issues, especially with a Sony Device, try increasing the **Retransmit Count** to **2** or **3**. If this fixes the problem, keep the setting. If it does not, set **Retransmit Count** back to **1** and go to the [Roomie Remote website for additional options](#).

- **Switching Style:** Controls the format when sending channel change commands to the Device you are configuring from a guide. The default is digits followed by an **Enter**. You can also select three digits with a leading zero or four digits with a leading zero.

If you are having issues changing channels using a guide, try using the other two formats to see if your guide uses those instead of the default.

- **Switching Delay:** Controls the delay between codes when sending a channel change command to a guide. The default is **333 ms**.

If you are having issues where you are sending **1 0 0 0** but are getting **1 0**, for example, increase the switching delay so that there is a longer interval between digits.

- **Interval (ms):** Controls the interval between command repeats when you hold down a button for Devices that repeat the same command multiple times. The default is **100 ms**.

If a Device is not responding to the current setting, the interval may be too low; try increasing the interval.

- **Username and Password:** Some devices require a username and password. Enter the appropriate credentials.
- **Manifest Devices:** Show the manifest of things being controlled by the Device. For example, if the Device were a lighting hub, then the controlled lights would be shown. Tap **Update Manifest** to update the list of Devices.
- **Update Manifest:** Tap to update the list of things controlled by the Device. Some devices update automatically so this button may not appear.

ACTIVITIES

This section describes how to work with Activities in Roomie Remote.

About Activities

An Activity is what you want to do in Roomie Remote. For example, watch television, listen to music, control your thermostat; these are all Activities.

Activities are created automatically by Roomie Remote when you add a Device; they use default settings based on the Device.

Once an Activity is created, it appears on the Dashboard.

You can control some settings from the main screen of an Activity, change the design of the Action Panel for an Activity, modify the settings of an Activity, add new Activities manually, power off an Activity, reorder Activities, and delete Activities.

NOTE: Creation of the commands for turning on and off a Device added to an Activity are an automatic part of the creation of an Activity, the resetting of an Activity, or adding a Device to an Activity.

Settings that Apply to All Activities

There are several settings you control from the main screen of an Activity.

The Logo

Activities that Roomie Remote creates have appropriate logos. You can change the default or, if you are adding an Activity manually, specify the desired logo.

To change an Activity's logo:

1. In Roomie Remote, **Settings Menu > Activities**.
The **All Activities** screen appears.
2. Tap the Activity whose logo you want to change.
The settings for the selected Activity appear.
3. Tap the logo box at the top of the settings for the Activity.
The logo box generally shows the manufacturer name and has three dots at the bottom.
The **Choose Logo** screen appears, with **Logos** selected at the bottom of the screen.
4. Tap the desired logo.
You can also move to the **Icons** or **Custom** screens to choose icons or photos.
The **All Activities** screen appears.

The Room Assignment

You can move an Activity to another Room, if desired.

To change the Room assignment of an Activity:

1. In Roomie Remote, **Settings Menu > Activities**.

- The **All Activities** screen appears.
2. Tap the Activity whose room assignment you want to change.
The settings for the selected Activity appear.
3. Tap the name of the current Room (under **Room Assignment**).
A list of Rooms appears at the top of the screen.
4. Tap the name of the desired Room.
5. The **All Activities** screen appears, with the room assignment changed for the Activity.

The Activity Type

Roomie Remote supports multiple Activity Types. When Roomie Remote creates an Activity for you, it chooses an Activity Type, but you can change it.

There are four Activity Types:

- **Media Activity.** An Activity that includes Devices that relate to audio, video, and other media.
- **Inline Activity.** An Activity that does not change the current activity for the room. Can open an Action Panel if needed. Has Start Commands. There are 3 variations of Inline Activity:
 - **Simple.** Start Commands with no Action Panel. Used to execute commands as needed.
 - **Toggle.** Has both Start and Stop Commands with no Action Panel, tracks its own state.
 - **Popup.** Start Commands with Action Panel. Used to open an Action Panel when you don't want to change the current activity for the room.
- **Homebar Scene.** An Activity that uses home devices (lights, shades, etc.) set to a specific state by its Start Commands, and is considered on or off based on whether those devices are in that state.
- **Power Off.** An Activity that has stop commands that apply when the Activity is powered off. A Power Off Activity does *not* have an Action Panel.

To change an Activity Type:

1. In Roomie Remote, **Settings Menu > Activities**.
The **All Activities** screen appears.
2. Tap the Activity whose Activity Type you want to change.
The settings for the selected Activity appear.
3. Tap the name of the current Activity Type.
A list of Activity Types appears at the top of the screen; the current selection is highlighted.
4. Tap the desired Activity Type.
The **All Activities** screen appears, now showing the new Activity Type.

Confirm Launch

If you like, you can have Roomie Remote display a confirmation dialog when launching an Activity.

To enable a confirmation dialog for Activity launch:

1. In Roomie Remote, **Settings Menu > Activities**.

The **All Activities** screen appears.

2. Tap the Activity for which you would like to have a confirmation launch dialog appear.
The settings for the selected Activity appear.

3. Enable **Confirm Launch**.

The confirmation dialog will appear when you next launch the Activity.

Changing the Action Panel Design of an Activity

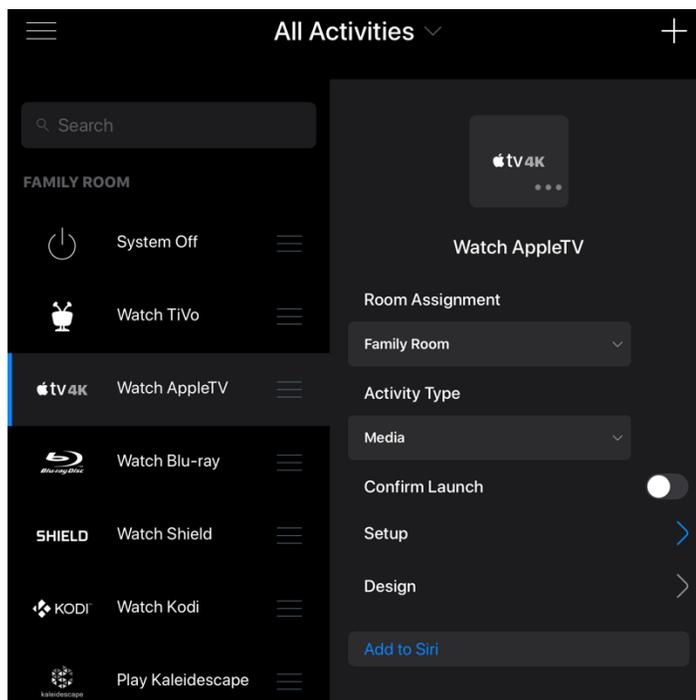
When you create an Activity, it gets a default design for its Action Panel. You can change the design at any time.

Let's start with a simple example, we have added an Apple TV in the Devices section. You can follow along with a different Activity if you like; there will be some differences from the following procedure.

To change the Action Panel design of an Activity:

1. In Roomie Remote, **Settings Menu > Activities > Watch AppleTV**.

The main screen for the Watch AppleTV appears.



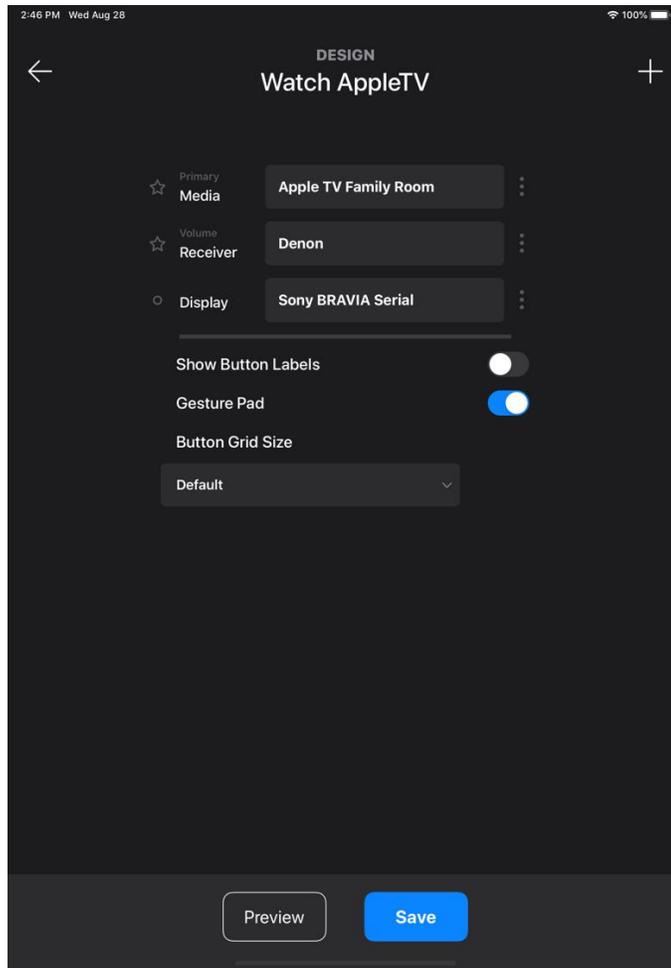
2. There are some items not directly related to changing the Action Panel design, but still important, on this screen:

- Tapping the logo box at the top of the right-hand column lets you choose a different logo for the Activity. Select **Custom Images** to choose an image from your iOS device.
- **Room Assignment** lets you assign the Activity to a different Room.
- **Activity Type** lets you choose between Media (the default for the Watch AppleTV Activity), Inline, Homebar Scene, and Power Off.

- **Confirm Launch**, when enabled (the default is disabled), puts up a confirmation dialog when you start the Activity.
- **Setup** lets you change the settings of the Activity.
- **Design** lets you change the design of the Action Panel for the Activity, if supported by the Activity Type.

3. Tap **Design**.

The **Watch AppleTV DESIGN** screen appears.



On this screen:

- Tap the arrow in the upper left corner to return to the previous screen.
- Tap the plus sign in the upper right corner to add a Device, or reset the design.
- The Primary Device of the Activity, **Apple TV Family Room**, is shown at the top.

The three vertical dots to the right mean you can click on them to make changes.

- **Show Button Labels:** Puts labels under the command icons on the Action Panel.
- **Gesture Pad:** Puts up a gesture pad when you open the Action Panel. In the case of Apple TV, this can also be inverted to stop the Gesture Pad from appearing by default.
- **Button Grid Size:** If you prefer buttons smaller or larger, you may influence that using this option.

- **Preview** lets you see how the Action Panel would look if you were to save it right now.

Using **Preview** is an excellent way to see what the impact of your changes will look like on the Action Panel.

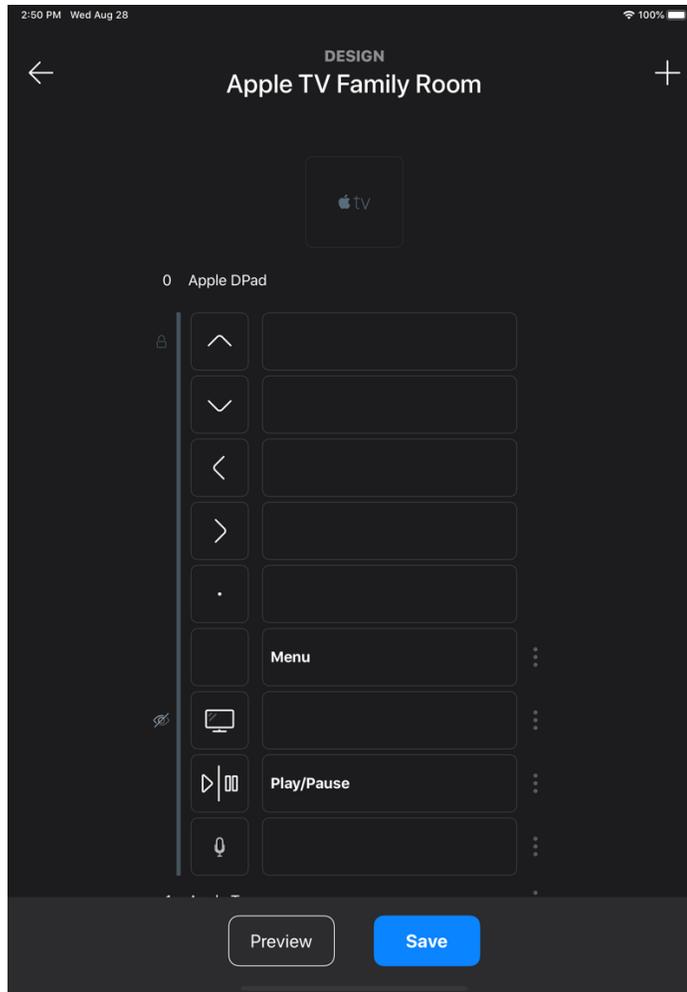
- **Save** saves any changes you have made and closes the screen.

4. Tap the three dots to the right of Apple TV Family Room.
5. On the menu that appears, select **Customize Appearance**.

Hide on Action Panel lets you hide the buttons of a Device on the Action Panel.

You cannot hide the entire module of a Primary Device, but you can hide individual buttons.

6. The **Apple TV Family Room** screen appears, showing the commands on the AppleTV DPad and Tray.



On this screen:

- The vertical gray line to the left of the icons in the Apple DPad section means those buttons cannot be deleted. They can be hidden, however.

Also, there are no vertical dots on the same line as Apple DPad, which means you cannot add buttons to this section.

- The three vertical dots means there are available options. For those buttons that cannot be deleted, the options are to hide the button or to copy the underlying commands.

Why would you want to copy an underlying command? The usual reason is to paste those same commands in on another button.

The eye with the slash to the left of the screen icon means that button has been hidden.

7. Tap the three vertical dots next to **Menu**; on the menu that appears, tap **Hide Button**.
8. Scroll down a bit and tap the three vertical dots across from **Apple Tray**.

The **Apple Tray** section does have three vertical dots on the same line, which means you can add buttons to this section.

Note that if you tap the three vertical dots next to Album (List), you are impacting that specific button and not the **Apple Tray** section.

9. On the menu that appears, tap **Add Button**.

The option **Add Rocker Button** adds two buttons that are interrelated, like a plus sign and a minus sign, for adjusting something up or down.

A “blank” button appears. It has no icon, a default name (“Title”), and no associated command.

10. Tap the icon box to bring up icons to choose from. You can also select Logos or Custom at the bottom of the screen to use different graphics. Tap the graphic you want to use as the icon for this button.
11. Tap on Title to change the name of the button using the keyboard that appears. Tap Done when you entered the desired name.

12. Tap **Add Command** to bring up a menu of options to add to the button: Add New Device, Add Global Delay, Start Another Activity, or add a Custom URL.
13. When you are done adding a command, **Apple TV Family Room** screen appears.
14. Tap **Preview** to see the impact of your changes.
15. When you are satisfied, tap **Save**, or tap **Discard** to discard your changes.
The **Watch AppleTV** screen appears.
16. Tap **Save**.
The **All Activities** screen appears; the design changes you made are now active.

Complex Action Panel Designs

The Apple TV Activity edited in the previous procedure is a relatively straightforward example of changing the design of an Activity's Action Panel. Roomie Remote is capable of much more complex modifications, allowing you to get your Action Panels just the way you want them.

In the following procedure, we will add two Devices, a TV and a Set Top Box. The TV is a Vizio that has Always Turn This On enabled. The Set Top Box is a Motorola. We will be using the Set Top Box Activity to control both Devices. Both Devices must be assigned to the same Room.

You do not have to do this procedure yourself to understand capabilities of Action Panel editing. If you happen to have a TV and a Set Top Box, you can follow along if you like.

To demonstrate complex Action Panel editing:

1. In Roomie Remote, add the **Vizio TV**.
Make sure to enable **Always Turn This On** before you **Add** the Device. Otherwise, configure it appropriately for a Device being used to display video.
2. Add the Motorola Set Top Box.
Normal settings for a Set Top Box will suffice.
3. Navigate to **Settings Menu > Activities**, then tap the three horizontal lines next to **Watch Motorola**.
The **Watch Motorola** settings appear on the right.
4. Tap **Design**.
The **Watch Motorola DESIGN** screen appears, showing both the Motorola Set Top Box and the Vizio Display.
Note that the Vizio Display *does not appear* unless **Always Turn This On** is enabled and both Devices are configured for the same Room.
5. Tap **Preview** to see how the Action Panel looks.
The Action Panel appears.
Note that it includes both a Motorola Tray and a Vizio Tray.
There are several items on the Action Panel that we will change:
 - There are four buttons, labeled **A**, **B**, **C**, and **D** that are not needed.
 - The channel changing toggle says **Page** instead of **Channel**.

- There are no volume controls. They are not present in the Motorola Action Panel, but we can copy them from the Vizio Action Panel.

We can fix all of these issues using Action Panel editing.

6. To remove the four unwanted buttons:
 - a. Tap **Done** to close the Preview.
 - b. Tap the name **Motorola**, because that is the Action Panel we want to change.
The items on the Motorola Action Panel appear, in list format.
 - c. Locate the four buttons to be deleted, then tap on the three vertical dots on the right side of one of them.
 - d. Tap **Delete Button** on the list that appears.
The list appears again; the button has been deleted.
 - e. Do the same thing for the other three buttons to be deleted.
7. To change **Page** to **Channel**:
 - a. Tap Motorola.
 - b. The items on the Motorola Action Panel appear.
 - c. Locate the item with the text Page.
 - d. Tap next to the letters in Page.
 - e. The keyboard should appear when you tap the right spot.
 - f. Using the keyboard, change Channel to Page.
 - g. Tap Done on the keyboard.
 - h. Tap Preview to see the change.
8. To add volume controls:
 - a. Tap **Motorola**.
 - b. Locate the Motorola Tray.
We are going to add them to this section; the Motorola PlayPad and DPad sections are locked.
 - c. Tap the three vertical dots to the right of **Motorola Tray**.
 - d. Select **Add Rocker Button** from the menu that appears.
Two items appear on the list; their icons are a plus sign and a minus sign, no text names.
 - e. Tap **Save**, then tap **Vizio**.
 - f. Scroll down to the **Volume** plus sign.
 - g. Tap the three vertical dots to the right.
 - h. Select **Copy Commands**.
 - i. Tap **Save**, then tap **Motorola**.
 - j. Scroll down to the space next to the plus sign and minus sign we added, then tap where the name should be.
Add Command appears underneath.

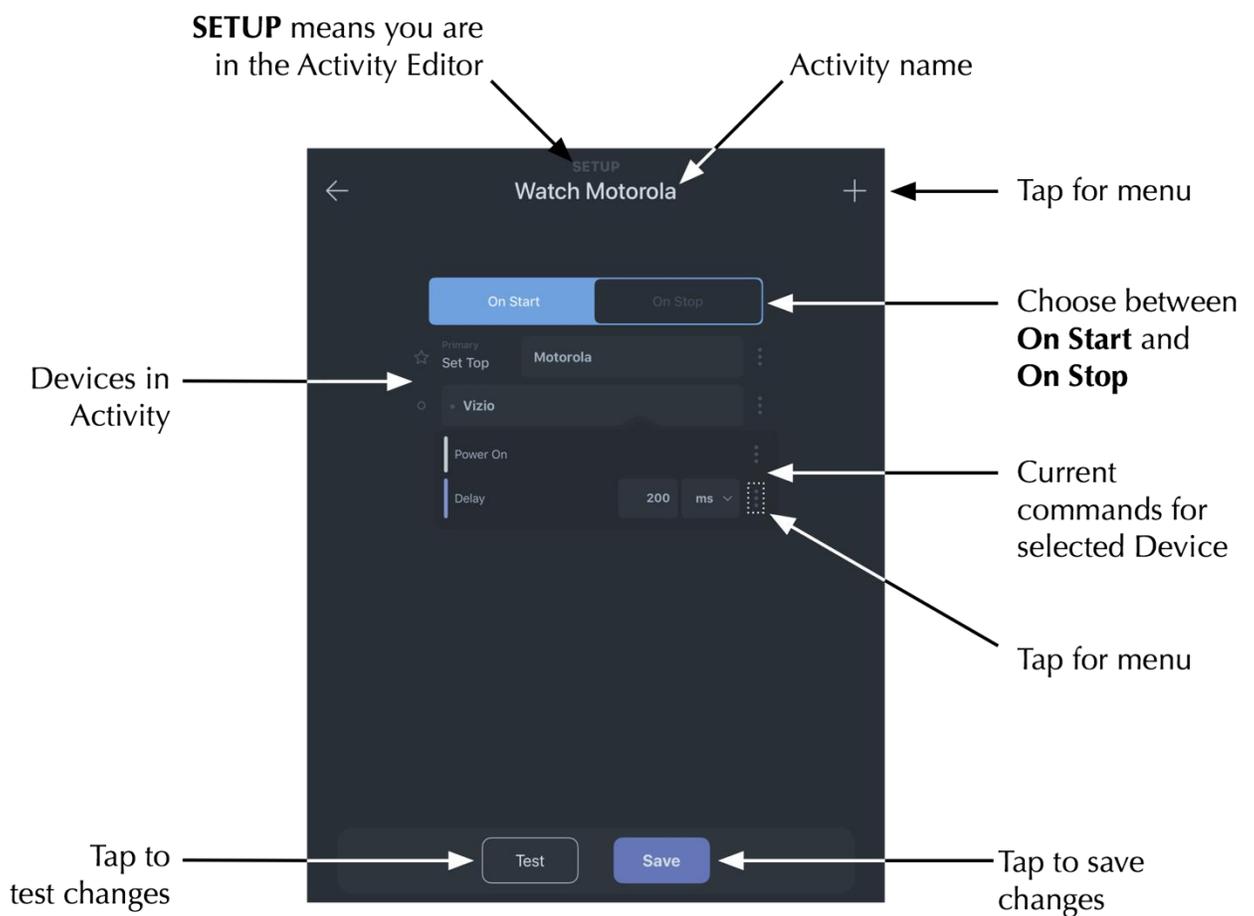
- k. Tap **Add Command** and select **Paste Commands** from the menu that appears.
The text **Vizio Volume Up** appears under the plus sign on two separate lines.
 - l. Return to Vizio and copy the **Volume** minus sign, then return to Motorola.
 - m. Paste the **Volume Down** command into the **Volume Down** item.
 - n. Tap in the box next to the plus sign (where you pasted the **Volume Up** command),
 - o. When the keyboard appears, enter **Volume**, tap **Done** on the keyboard, then tap **Preview**.
 - p. Test **Volume Up** and **Volume Down**.
 - q. When they are working, tap **Done** to close the Preview.
9. Tap **Save** to save your changes.
- You have successfully modified the Motorola Action Panel to remove unwanted items, change some text, and copy some desired commands from a different Action Panel.

Changing the Setup of an Activity

When Roomie Remote automatically creates each Activity, it is created with a default set of Devices and Commands. You can modify these Devices and Commands to suit your requirements.

To display the Activity Editor screen:

1. In Roomie Remote, **Settings Menu > Activities**.
The **All Activities** screen appears.
2. Tap the name of the Activity whose setup you want to change.
The settings for the selected Activity appear.
3. Tap **Setup**.
The **Activity Editor** screen appears.



The Activity Editor screen for an Activity lets you control the Devices and the Commands in the Activity.

Switching Between On Start and On Stop Functionality

You can separately control the commands per Device when the Activity is started (**On Start**) and when the Activity is ended (**On Stop**).

The default view is **On Start**. It shows you those Devices that have Commands that apply when the Activity is started. Tap on the name of a Device to see the Commands currently configured for it. Tap the three vertical dots to the right of the Device or Command to view a menu. Not all menu items are available for all Devices or Commands.

Tap **On Stop** to see what Devices have Commands that will be implemented when the Activity is ended.

Note that using **On Stop** is fairly rare in Media Activities – they are commonly used for Inline Activities. Most configurations will not require the use of **On Stop** commands for Media Activities because such cases are more easily handled in the main Power Off activity for the room. An example where **On Stop** might be useful is a particularly high power-draw device that should only be turned on while an Activity is running. In the general case, we recommend avoiding **On Stop** commands with Media Activities and instead using commands in your Power Off activity to turn off each device.

IMPORTANT: The Commands associated with a Device are different for **On Start** and **On Stop**.

Accessing Functions

The plus sign in the upper right corner provides access to multiple functions for the Activity:

- **Add New Device.** Lets you add another Device to the Activity. When the **Select Device** screen appears, tap a Device to select it, then put a checkmark next to Commands you want to add (you can skip adding Commands). If you do not want to keep the Device or the Commands, you can easily delete them later.
- **Add Custom Module.** Adds a blank Device with no commands, so you can customize it how you like.
- **Start Another Activity.** Lets you add an Activity to the one you are editing. This additional Activity will be started up when the Activity you are editing is Started or Stopped, depending on where you added it.
- **Add a Custom URL.** Lets you add a URL to the Activity. Tap Open to select between:
 - **Load Silently.** Opens the URL with no visual presentation of the resulting page. Used to load URLs that perform an action.
 - **Launch App or Safari.** Opens the specified app on your iOS Device and loads the specified URL or opens Safari on your iOS Device and loads the specified URL.
 - **Open in Roomie Remote.** Loads the URL in Roomie Remote.
- **Set HomeKit Scene.** Select a HomeKit Scene to engage as part of this Activity.
- **Send Notification.** Enter custom text to send in a Push Notification from your Primary Controller to all devices on the same Apple ID except the sending device. For example “Turned on the Playroom TV” to get notified whenever this Activity is started.
- **Reset All Commands.** Tap to return the Activity to its default settings; any changes you made to the setup of the Activity will be lost.

These Commands remain the same whether or not a Device is selected.

Displaying Existing Commands for a Device

When you first see the Activity Editor for an Activity, you cannot see the commands associated with the Devices that are shown; instead, you just see the list of Devices.

To see the Commands associated with a Device, tap on its name. The Commands appear under the name of the Device.

The graphic on the previous page shows the **On Start** commands for a Vizio TV. The parameters shown for the **Delay** Command are configurable.

IMPORTANT: The Commands associated with a Device are different for **On Start** and **On Stop**.

Modifying Devices

When you have a Device as part of an Activity, it appears on the Activity Editor screen for the Activity.

You can tap the three vertical dots next to the name of the Device to see what options are available. Some of these options are the same as described in [Accessing Functions](#) above.

Note that not all of these options are available at all times.

The options that appear when you tap the three vertical dots next to the name of a Device are:

- **Add New Device.** Lets you add another Device to the Activity. When the **Select Device** screen appears, tap a Device to select it, then put a checkmark next to Commands you want to add (you can skip adding Commands).
- **Add Manifest Item.** If this device uses a Manifest such as a Lutron lighting system, this command simplifies selection multiple targets to send commands.
- **Add Global Delay.** When enabled, delays all command pipelines for the period specified. The delay is configurable.
- **Start Another Activity.** Lets you add an Activity to the one you are editing. This additional Activity will be started when the Activity you are editing is Started or Stopped, depending on where you added it.
- **Add a Custom URL.** Lets you add a URL to the Activity. Tap Open to select between:
 - **Load Silently.** Opens the URL with no visual presentation of the resulting page. Used to load URLs that perform an action.
 - **Launch App or Safari.** Opens the specified app on your iOS Device using its app scheme URL (eg. "sonos://") or opens Safari on your iOS Device and loads the specified URL.
 - **Open in Roomie Remote.** Loads the URL in Roomie Remote.
- **Set HomeKit Scene.** Select a HomeKit Scene to engage as part of this Activity.
- **Send Notification.** Enter custom text to send in a Push Notification from your Primary Controller to all devices on the same Apple ID except the sending device. For example "Turned on the Playroom TV" to get notified whenever this Activity is started.
- **Replace Device.** Lets you replace the Device with a different one. The **Select Device** screen appears, showing both the Device you are replacing (and the Devices you can replace it with).
- **Copy Commands.** Lets you copy the Device's Commands so you can paste them elsewhere.
- **Paste Commands.** Lets you paste Commands that were copied from a different button.

Modifying Commands

You can also modify Commands that are already part of a Device.

Note that not all of these options are available at all times.

The options that appear when you tap the three vertical dots next to the name of a Command that is part of a Device are:

- **Set Primary.** Lets you set this device to the Primary Device. This is a configuration, not technically an actual command sent to the device.
- **Set Volume.** Lets you set this device to the Volume Device. Only available for Devices with volume capabilities. This is a configuration, not technically an actual command sent to the device.
- **Add Command.** Lets you add an additional Command to the Device. Shows up as a separate Command for the Device.
- **Add Delay.** Lets you specify an amount of time that Roomie Remote waits before sending the next command to the same Device; this gives the command extra time to execute.
- **Add Condition.** Lets you add an Inline Activity toggle state as a requirement in order to execute the command. The command will be skipped if the state of the Inline Activity is not on.
- **Add Repeat.** For some commands such as infrared commands, the amount of time to repeat the command can be controlled.
- **Paste Commands.** Lets you paste Commands that were copied elsewhere into the current command sequence.

Testing Changes

Tap **Test** to test the changes you have made to the settings for the Activity.

When you tap **Test**, the Start commands for the Activity are executed.

When you tap **Done**, the Stop commands for the Activity are executed.

Saving Changes

Tap **Save** when you want to save the changes you have made to the setup of the Activity.

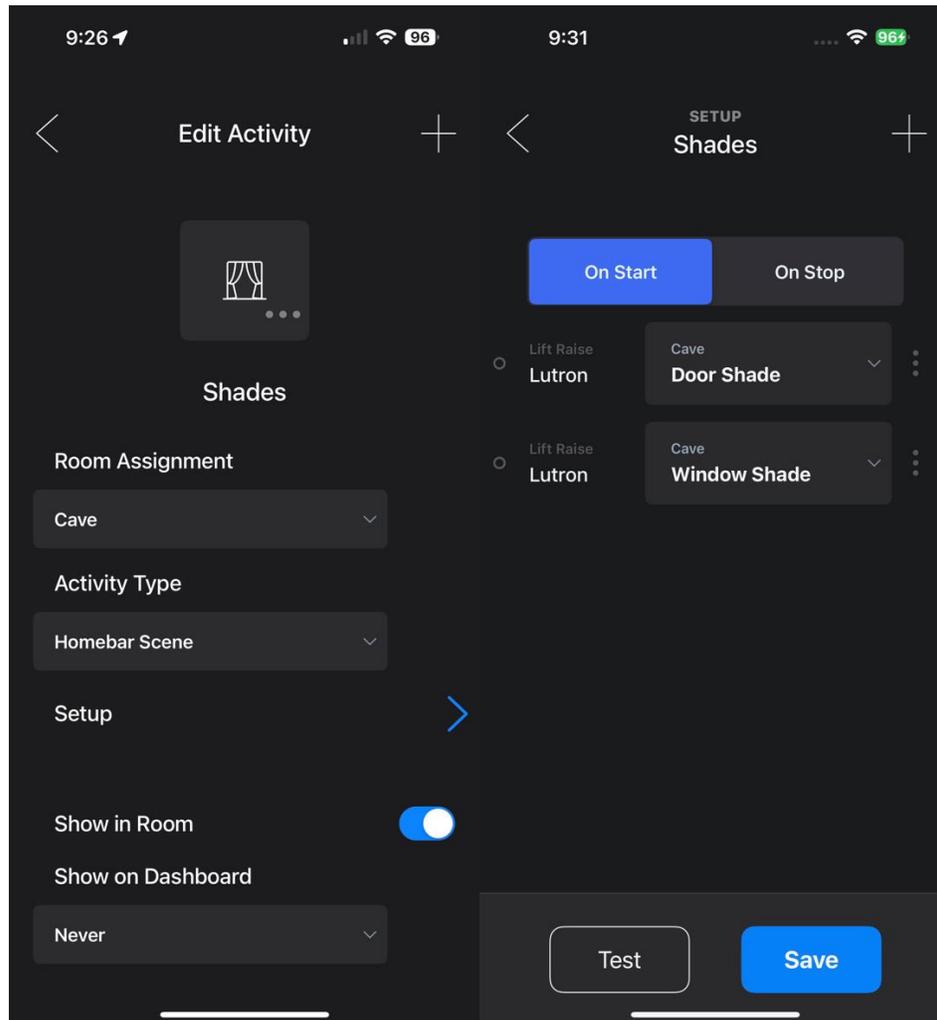
The **All Activities** screen appears.

Homebar Scene Activities

Homebar Scene Activities share some similarities with regular Roomie Remote Activities, but their state is based solely on real-world device state from any supported home device that would otherwise display and be controlled from the Homebar.

IMPORTANT: Homebar Scenes have no relation to HomeKit Scenes from the Apple Home app. Though, a Homebar Scene might set a HomeKit Scene as one of its commands if configured as such.

The following screen shots show the Activities screens with a Homebar Scene that includes shades.

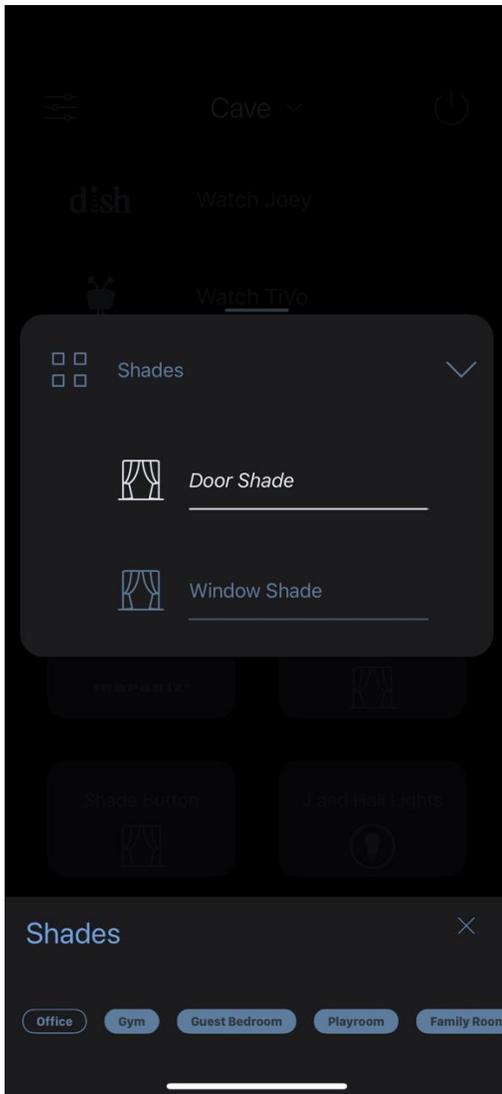


Things to understand about Homebar Scene Activities:

- They require home devices such as lights, outlets, shades, or locks from supported methods such as HomeKit, Lutron, ISY, Vera, and others. In other words, the devices appear on your Homebar in Roomie Remote, and thus your television is not counted as part of a Homebar Scene's state, but a Homebar Scene may contain commands to any device. Non-home devices don't count in calculating the state of the Scene.
- In a Homebar Scene Activity, the Start Commands define the "on" state for the scene. Everything else is considered to be in the "off" state. For example, a Homebar Scene that closes all shades, turns off all lights, and turns on the TV in its Start Commands is considered on when all shades are closed and lights are off. The TV is not part of the state of the activity. The "on" state is an exact match. If your Start

Commands set the shades to 15%, the Scene will be considered active only if the shades are in fact exactly 15%.

- Any part of a Homebar Scene Activity that is in an “off” state means the entire scene is considered off.
- For example, the following screen shot shows Window Shade as “off”, which means that Shades is off.



Adding a New Activity Manually

The following procedure describes how to manually add an Activity.

To manually add an Activity:

1. Open Roomie Remote, then **Settings Menu > Activities**.

The **All Activities** list appears.

1. Tap the **Add Activity** button at the bottom of the list of Activities.

The **Select Device(s)** screen appears.

2. Tap **Skip** if you do not want to associate a Device with this Activity.

or ...

3. Tap to put a checkmark next to the Device or Devices you want to be part of this Activity, then tap **Next**.

The **Add Activity** screen appears, showing the current settings for the Activity you are adding.

4. Make the desired changes for the Activity, then tap **Add**.

Refer to [Changing the Setup of an Activity](#) and/or to [Changing the Action Panel Design of an Activity](#) for more information about changing the Action Panel or the commands for the Activity.

Powering Off an Activity

You can power off an Activity from its Action Panel, from the Room screen, or from the Dashboard.

To power off an Activity from its Action Panel:

1. Open Roomie Remote, then open the Activity you want to power off.

The Action Panel for the Activity appears.

2. Tap the name of the Activity at the top of the screen in the middle (some activities display different metadata here), then select **Power Off Activity** from the menu that appears.

The Activity is powered off.

To power off an Activity from its Room screen or the Dashboard:

1. In Roomie Remote, leave the Activity you want to power off by tapping the screen name and selecting the Activity's Room.

The **Room** screen appears.

2. Tap the **Power** icon (upper right corner of the screen). The Activity is powered off.

Or ...

3. Tap the Screen Name and select **Home Dashboard**. The Dashboard appears. Tap the **Power** icon. The Activity is powered off.

Reordering Activities

You can reorder Activities that appear in a Room in the Activity editor.

To reorder Activities:

1. In Roomie Remote, Settings **Menu > Activities**.
2. Tap **and hold** the Activity you want to reorder.
3. Drag the Activity to the desired location in the list, either up or down.
4. Release the Activity.
5. Return to the Room.

Copying an Activity

If you want to use an existing Activity as a template for a new Activity in a different Room, you can easily copy it to that other Room and then make any desired changes in the other Room.

The original Activity you copy is not changed or moved by being copied. You need to have at least two Rooms to copy an Activity using this method.

To copy an Activity:

1. Open Roomie Remote, then **Settings Menu > Activities**.
2. Tap **and hold** the Activity you want to copy.
3. Drag the Activity to the section for the Room you want to copy it into.

When you get into the section for the desired Room, a plus sign with a green background appears next to the name of the Activity.

4. Release the Activity.

The Activity is copied and appears in the list of Activities for the Room. The new Activity is automatically modified to adopt standard behaviors for the new room such as adding commands to turn on devices in the new room marked as always on.

Deleting an Activity

If you no longer want an Activity, you can delete it.

To delete an Activity:

1. Open Roomie Remote, then **Settings Menu > Activities**.
The All Activities list appears.
2. Swipe right to left on the Activity you want to delete.
A red Delete button appears to the right of the Activity name.
3. Tap the Delete button.
A confirmation dialog appears if appropriate.
4. Confirm.
The Activity is deleted and the All Activities list appears again.

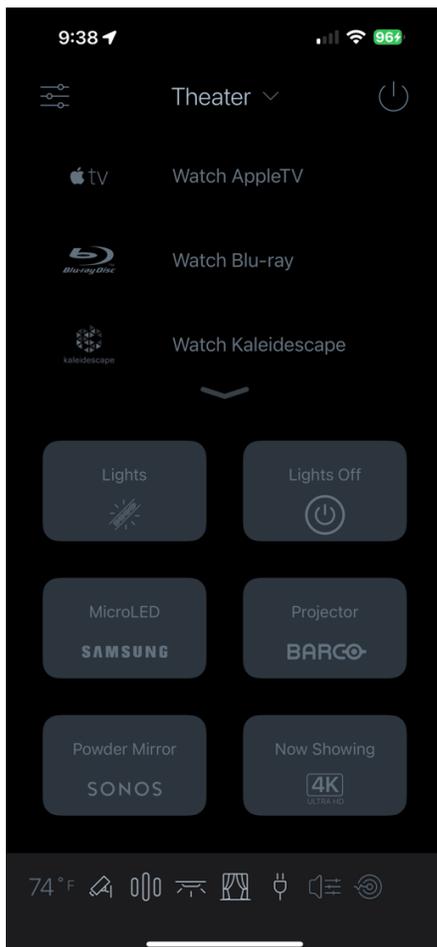
Creating a Toggle Mode Activity

A Toggle Mode Activity is not a single setting. Instead, any Activity that is an Inline Activity, without an Action Panel, and that has both Start and a Stop commands is a Toggle Mode Activity.

When you activate a Toggle Mode Activity, the Activity toggles between the Start and Stop commands you establish without affecting the current Activity and without displaying an Action Panel. The state of the Toggle Mode Activity is shown by its highlighting in the Activity list.

Toggle Mode Activities can be used in conjunction with conditionalized commands that are part of other Activities to control when the conditionalized command is executed. Refer to [Conditionalized Commands](#) for more information. Another common use of Toggle Mode Activities is to separate out power functionality for certain special devices like a projector that takes 2 minutes to turn on, and similarly to separate them out for rooms that have multiple televisions so that the primary Activities in the room don't turn televisions on or off.

The following screenshot illustrates multiple Toggle Mode Activities. MicroLED activates a TV. Pressing it again turns off the TV. Projector activates a Projector. Pressing it again turns off the Projector. One or both of these can be on at any given time, but we don't want the Activities themselves to turn either one of them on so they are separated out here as Toggle Mode Activities. The System Off activity for the room then turns both the MicroLED and Projector off. In the general case, only one of those would have been on, but turning off both from the System Off activity simplifies things.



To create a Toggle Mode Activity:

1. Open Roomie Remote, then **Settings Menu > Activities**.
The **All Activities** list appears.
2. Tap **Add Activity**.
The **Select Device(s)** screen appears.
3. Tap **Skip**.
The **Add Activity** screen appears.
4. Make sure **Activity Type** is set to **Inline**.
5. Tap **Setup**.
The **Unnamed Activity** screen appears.
6. With **On Start** highlighted, tap **Add Command**.
The **Select Device(s)** screen appears.
7. Tap the Device you want to control with the Toggle Mode Activity, then tap **Next**.
8. Under the Device you just added, tap **Add Command**.
9. From the menu that appears, select **Add Command**.
10. Select the desired command from those available for the Device you selected, then tap **Add**.
The screen for the Toggle Mode Activity you are creating appears.
11. Tap **On Stop**.
12. Tap **Add Command**, then select **Add Command** from the menu that appears.
13. Select the desired command, then tap **Add**.
14. Tap **Save**.
The **All Activities** screen appears, now showing the new Toggle Mode Activity.

COMMANDS

This section describes how to use commands in Roomie Remote.

Commands Overview

Roomie Remote sends commands to Devices to control them.

For example, tapping a button on an Action Panel sends a command to a Device. You can also add commands to Activities so that those commands are sent automatically either when the Activity begins or when it ends.

A code set is the entire set of commands needed to fully control a Device. Roomie Remote is configured with the code sets for thousands of Devices.

Adding a Command to an Activity

See [Changing the Setup of an Activity](#) for information.

Settings for Commands

Roomie Remote lets you control the settings for commands. For example:

- **Delay:** Lets you specify an amount of time that Roomie Remote waits before sending the next command to the same Device; this gives the command extra time to execute. The default is **200 ms**.

Some Devices do not respond properly if there is not enough time between commands. For example, infrared Devices often require a delay between commands to recognize a new command. Adding a Delay lets you fine tune when the next command is sent to a Device if you are experiencing issues.

Delay applies only to the Device shown above the command box.

TECHNICAL NOTE: Roomie Remote's default behavior for commands sent to Devices is that each Device has its own pipeline. If you delay a command sent to Device A, that delay has no effect on commands sent to Device B or any other Device.

NOTE: Devices controlled by the same infrared adapter are seen by Roomie Remote as sharing one pipeline.

- **Global Delay:** When enabled, delays all command pipelines for the period specified.

IMPORTANT: This behavior changes the behavior described in the Technical Note above.

- **Repeat Command:** Gives you options for repeating the command. The default is **None**, which means you would need to tap the button again to repeat the command.

Additional options include delays of **100 ms** through **5,000 ms**, which repeats the command once with the specified amount of time between the two commands; **Constant Touch**, which keeps repeating the command with the same amount of delay between commands while you hold down the button; and **Progressive Touch**, which repeats the command with long delays between commands at the beginning and then gradually shortening the delay the longer you hold down the button.

- **On-State Delay:** This is an option available only for Power Toggle commands sent to Track Power State Devices. Because Roomie Remote is already tracking the power state, On-State Delay only applies when the command is actually sent. If a Device is already on, and thus Roomie Remote does not send the Power Toggle command, On-State Delay would not apply. This option is for use with usually older

devices that have a lengthy start up delay after receiving a power command before they are able to receive a next command.

- **Wake on LAN commands:** Entry of an explicit MAC address for all usages of Wake on LAN commands is strongly recommended, not just for Manual IP Devices.

Commands with Additional Settings

Some commands have additional settings.

For example, a **.LIGHT ON** command may have two additional parameters, Integration ID and Brightness:

- **Integration ID:** Lets you set the ID number or name for the brightness of the light you are controlling.
- **Brightness:** Lets you set a brightness level, 0 being lowest and 100 being highest.

If a command you want to use has additional settings, make sure they are filled in or the command may not work. Commands vary even within the same type of device based on what commands the manufacturer provides.

In some cases, additional parameters are automatically converted into user-friendly manifests such as those from Lutron lighting controllers.

Conditionalized Commands

Conditionalized commands are commands that may or may not be executed when you execute the Activity based on the current state of a Toggle Mode Activity.

Note: The conditionalized commands are part of a normal Activity, not part of the Toggle Mode Activity.

Conditionalized commands are useful when you want to execute a command under some circumstances but not under other circumstances.

To perform the following procedure, you need to have already created both the Activity to which you want to add the conditionalized commands and the Toggle Mode Activity that sets the conditions. Refer to [Creating a Toggle Mode Activity](#) for more information about Toggle Mode Activities.

To add conditionalized commands to an Activity:

1. In Roomie Remote, **Settings Menu > Activities**.
The **All Activities** screen appears.
2. Tap the Activity to which you want to add the conditionalized commands.
The settings for the selected Activity appear.
3. Tap **Setup**.
4. Tap the Device to which you wish to add the conditionalized commands.
The existing commands for that Device appear.
5. Tap a normal command, such as **Power On** (*not Primary Device* or a **Delay**, for example).
6. From the menu that appears, select **Add Condition**.
The **Select Inline Activity** screen appears.
You should see a list of configured Toggle Mode Activities, listed by Room.

If you do not see any Activities, it means you have not configured any Toggle Mode Activities or if you did configure one it was not configured correctly.

In this case, you need to go back and create a Toggle Mode Activity or fix the configuration; you cannot further conditionalize commands until you can select a Toggle Mode Activity.

7. Tap the desired Toggle Mode Activity.

The screen for the Device in the Activity appears, now showing a command that starts with **If**, the Toggle Mode Activity, and one of the configured conditions.

8. Tap the name of the Toggle Mode Activity to change to a different Toggle Mode Activity, tap the command to switch to the other command, or tap **Test** to test the configuration of the Activity.
9. When the Activity with the conditionalized commands is working as desired, tap **Save**.

Adding Support for a Specific Device

You can add support for custom infrared, direct IP, or serial-controllable Devices. *The Custom Devices feature requires the Unlimited level subscription.*

IMPORTANT: Adding support for an Infrared Device via its code set in Pronto flat format or the Global Caché format, because of its complexity, is for situations where you have not been able to add a device in any other way, including having tried to add it using infrared learning (**Settings > Custom Devices > Add Custom Device**). Not all subscription types support the Custom Devices feature.

To add support for an infrared-controllable Device, you must have a supported infrared adapter. Roomie Remote supports two Infrared code set formats:

- **Pronto flat format:** Each code usually begins with four zeros (0000).
- **Global Caché format:** Each code begins with a frequency number usually close to 38000.

IMPORTANT: Adding support for a Device by adding a code set is a more technical procedure than normal product usage. If done incorrectly, you may not be able to control your Device.

You can download the [Device Development Kit](#) for advanced information about working with Device code sets from the Roomie Remote website.

Learning Commands with an Infrared Adapter

If you have an infrared-controllable device that is *not* supported by Roomie Remote, Roomie Remote can learn commands for the device.

The learning capability requires a supported infrared adapter such as a Global Caché iTach.

You can use the learning capability to add a complete code set for a device (as many or as few commands as you want) or add a few supplemental commands to an existing code set. In either case, you can use the Action Panel Editor to get these commands onto your Action Panel once they are learned.

Do I Need to Learn Commands for my Device?

Learning commands is usually not a difficult task, but in most cases it is not necessary.

If you do not find your device on the list of supported devices or you configure your device but cannot control it, you still may **not** need to learn commands for the device.

Try these things first:

- Try to add the device from within the app and choose similar options to find a match. If your device is listed, then you do not need to learn commands for it. If a similar model is listed, try adding it; minor naming differences can sometimes hide the fact that your model is actually supported. Virtually every time a user contacts support regarding this topic, it turns out the device they were trying to add already existed in another name in the database. As an example, a company may have acquired your original brand and thus changed its name.
- TIP:** Before you finish adding a device, test it: try a series of commands. If they work, then you have the correct code set and do not need to learn commands. If they do not work, go back and try a similar model. Also be aware some brand names may change over time due to acquisitions or different geographical markets.
- Try the troubleshooting tips for infrared devices. There are multiple reasons why you may not be able to control a device after you add it. Before starting to learn commands for the device, you should make sure it is not a configuration issue.

Learning Commands

To learn commands:

1. In Roomie Remote, **Settings Menu > Settings > Custom Devices**.

Make sure you have added at least one non-custom infrared device in the Devices panel before adding a custom device, and that it is connected via one of the supported infrared adapters. *Not all subscription types support the Custom Devices feature.*

The **Custom Devices** screen appears.

2. Tap **Add Custom Device**.
3. Set the protocol to Global Caché IR.
4. Tap the **Learn Infrared Codes** button.
5. Follow the on-screen instructions.
6. After learning all of the necessary codes for your device, go back to the Devices editor and add a Device based on your Custom Device by selecting to Add Device on the local network, selecting your supported infrared adapter, and then choosing the Type, Brand, and Model of the Custom Device you created.

AMAZON ECHO INTEGRATION

This section describes how to integrate Roomie Remote with Amazon Echo (Alexa).

Once you integrate Roomie Remote with Amazon Echo, you can control your Roomie Remote environment by speaking commands. Note that Apple's Siri is also provided as an alternative option that can be used in addition or instead of Amazon Echo. As general advice, Siri is much simpler to setup as it requires no Primary Controller or always-on device. However, Alexa was traditionally easier to put in every room as they have very low priced microphone/speaker units. Roomie's Siri support offers more detailed control over devices, and can now be used from HomePod Mini. Each has its benefits and ideal deployment scenarios.

The latest option in this area is the built-in Roomie Voice Control. The Roomie app itself can now listen and execute voice commands directly. These three options are all available to you depending on your needs.

Overview

There are two Roomie Remote skills you can link to Amazon Alexa. Once linked to Alexa, you can take advantage of her cloud-based voice service to control your Roomie Remote environment with voice commands.

Roomie Remote recommends that you link **both** Roomie Remote skills to Alexa. The two Roomie Remote skills you can link to Alexa are:

- **Alexa Custom skill "Roomie Remote"**. Supports more Roomie Remote commands but has a more complex syntax.

The Custom skill doesn't require any additional setup.

- **Alexa Smart Home skill "Simple Control"**. Supports fewer commands but has a simpler syntax.

The Smart Home skill requires additional setup; Alexa needs to discover the Devices you want to control.

There's no reason you can't use both skills. In fact, we recommend it if you are choosing the Alexa path.

IMPORTANT: The actual names of the two skills are currently differentiated using the old name "Simple Control" for the Smart Home skill and "Roomie Remote" for the Custom skill. While this is not ideal from a branding perspective, we have no plans to change it because the two skills need different names, and the name of the skill is never used in practice for the Smart Home skill after linking it.

Once both skills are set up, you might choose to use the Smart Home skill for basic commands; anything on or off. Use the Custom skill for channel tuning, volume, skipping, replays, and other more specific commands.

Required Components

- **Roomie Remote.** You must be signed in to your Roomie Remote account, and have an always-on primary controller online at all times – using Guided Access on a charger if applicable. Either the iOS, iPadOS, tvOS, or macOS edition of the app can perform this role.
- **Sign in With Apple account.** You must have logged into the same Sign in With Apple account in Roomie as you used to link with the Amazon Echo Skills. Device with the Alexa Control switch turned on in the Always-on Services panel and your Roomie Remote account must be linked to one or both of the two Amazon Alexa skills.

- **Amazon Echo device.** You must have an Amazon Echo device (Echo, Echo Plus, Echo Dot, and so on) on the same Amazon account in the Amazon Alexa app used to link the skills above through the same Sign in With Apple account.
- **Amazon Alexa app.** You must have the Amazon Alexa app on your iOS Device and use it to link at least one of the two skills to your Sign in With Apple account, either the Custom skill or the Smart Home skill. We recommend linking both skills.

Linking to the Custom and the Smart Home Skills

The first step to using voice commands is to link Roomie Remote to the two Alexa skills, Custom and Smart Home.

NOTE: This procedure assumes your Roomie Remote environment and your Amazon Echo/Dot and Amazon Alexa app are configured, running, and meet the requirements listed above.

If you want to prevent a Device or Room from being discovered by Alexa via the Roomie Remote Smart Home skill, you need to configure them that way **before** having Alexa discover Devices on your local network, covered in the following procedure.

First, if you didn't associate a Sign in With Apple account when first opening Roomie Remote, open Settings in the iOS Settings app then [Your Name]->Password and Security->Apps Using Apple ID, and delete Roomie Remote from this screen. Then, re-launch Roomie Remote and complete the Sign in With Apple process.

To link Roomie Remote to the Alexa skills:

NOTE: Amazon frequently changes their Alexa app so this procedure may not match over time. In the end, the goal is simply to enable and link the two skills.

1. *Open the Amazon Alexa app, then tap the More icon (three horizontal lines in the bottom right corner). Be aware this series of steps may be invalidated at any time based on updates to the Amazon Alexa app.*
2. Select **Skills & Games** from the menu that appears.
3. Tap the Search magnifying glass icon at the top of the screen; you do **not** want to select **Your Skills** at this point.
4. Enter "**Roomie Remote**" in the search field, then tap the search icon.

The Roomie Remote Custom skill appears in the list. This procedure links the Custom skill first.

5. Tap the Custom skill in the list.
6. Tap **ENABLE TO USE** on the screen that appears.
7. Log in to your Roomie Remote account on the screen that appears.

If you have logged in to your Roomie Remote account in your Amazon Alexa app recently, you are not prompted to log in again.

8. When prompted to allow Amazon Echo access to your account, tap **Allow**. You will see a message stating that your Roomie Remote skill was linked.
9. Tap the **X** in the upper right corner.

The Alexa screen for the Roomie Remote skill you just linked appears.

10. Press the back button (the arrow in the upper left corner). The search results list appears again.

11. Enter "**Simple Control**" into the Search field and then tap the Smart Home skill in the resulting list.

12. Tap **ENABLE TO USE** on the screen that appears.

13. Tap **Allow** again.

You will see a message telling you to close the window so that Alexa can discover Devices to control via voice commands on your local network.

14. Tap the **X** in the upper right corner.

The **Discover Devices** screen appears.

15. Tap **Discover Devices**.
16. Tap **Discover** on the screen that appears.
 - A message appears telling you that Alexa is looking for Devices.
17. Tap **Smart Home Skill** on the screen that appears. Alexa displays a list of Devices it has found.

Discovering More Devices

If you get another Device that Alexa can control after your initial discovering of Devices, you can have Alexa discover that Device also. This discovery is also automatic and periodic.

Open the *Alexa* app, tap the Devices tab at the bottom, swipe the icon bar at the top so you can see *All Devices*, tap it, tap the “+” icon at the top right, tap **Add Device**.

Hiding Devices, Activities, and Rooms from Amazon Alexa

Roomie Remote gives you the option of hiding Devices, Activities, and Rooms from being discovered by Alexa if you are linking the Smart Home skill.

Maybe you don’t want to control a particular Device, Activity, or Room by voice or you have a lot of Devices, Activities, and Rooms and you don’t want any naming conflicts. It’s up to you.

To prevent something from being discovered by Alexa via the Smart Home skill, in Roomie Remote: **Settings Menu > Settings > Always-on Services > Alexa Visibility**. Find the item you want to hide and unselect the checkmark on the left side. At the top of the screen, you may view Activities, Devices, or Rooms.

Remember, you have to set this option for the Device **before** you have Alexa discover Devices. Re-discover devices from the Amazon Alexa app after changing these options.

Giving Smart Home Skill Voice Commands

The Smart Home skill lets you give voice commands to Alexa in a simplified way, compared to the Custom skill; it eliminates the “tell Roomie Remote to” prefix.

Most Home Skill voice commands are limited to turn on, turn off, and set X to Y percent; they do not have the specific control of Custom skill voice commands.

Volume works with all Devices on a percent basis, so you can say “set the Denon Receiver to 50 percent”, for example, and that will be converted to an appropriate value for the Denon Receiver.

Common phrases include:

- Powering off:** Alexa, turn off the Living Room
 Alexa, turn off Office Sonos
- Powering on:** Alexa, turn on the Living Room
 Alexa, turn on Living Room TiVo
- Changing volume:** Alexa, set Living Room Receiver to 25%
 Alexa, set Office Sonos to 60

Giving Custom Skill Voice Commands

To give a Custom skill command to Roomie Remote, you need to start with the wake word, usually “Alexa,” and then tell Alexa you want the command to apply to Roomie Remote by using the Roomie Remote invocation name, which is “Roomie Remote.”

Voice commands you want to pass to Roomie Remote using the Custom skill start:

Alexa, tell Roomie Remote to ...

Which would be followed by the appropriate command phrase. The “to” is omitted in some cases.

For example, to start an Activity called Listen to Sonos in a Room named Office, you could say:

Alexa, tell Roomie Remote to Listen to Sonos in the Office

Keep the following in mind when structuring your Custom skill command phrases:

- For a quick overview of how to give a command to Roomie Remote via Alexa, say:

Alexa, start Roomie Remote.

When Alexa asks, “**What would you like me to do?**” at the end, you can either say a command phrase or say “**Alexa, cancel.**”

- The Alexa voice service can sometimes have difficulty with obscure words and phrases. We recommend using words and phrases that Alexa finds easier to understand. The more common and distinct the word or phrase, the higher the likelihood that Alexa will understand it.

Suggested Room names: Bedroom, Kitchen, Office, Living Room, Family Room, Dining Room, Parlor, Theater, Kid's Room, Kid's bedroom, Baby's Room, Baby's bedroom, Nursery, Guest Room, Guest bedroom, Bath, Bathroom, Restroom, Basement, Great Room, Drawing Room, Gym, Garage, Library, Patio, Cellar, Hall.

Recommended Activity suffixes (these would be preceded by the normal prefixes, like Watch, Listen to, Play, and so on): TV, Television, Roku, Dish, TiVo, Plex, Kodi, Sonos, Receiver, Music, Lights, Shades, Blu-ray, DirecTV, Fire TV, Fireplace TV, Kitchen TV, Apple TV, Mac, Camera, Power Off, System Off.

- In your Roomie Remote configuration, try to avoid using Room or Activity names that are similar. For example, “Watch TV 1” and “Watch TV 2” in the same Room could confuse Amazon Echo.

Make sure to adhere to standard Activity names as generated by Roomie Remote, such as “Watch TiVo” or “Listen to Sonos”. Non-standard Activity names have a higher probability of not being correctly recognized.

- Roomie Remote supports a wide variety of command phrases, so if one phrasing of a command does not work, try something similar.

For example, “Alexa, tell Roomie Remote to **start** Listen to Sonos in the Office” could also be “Alexa, tell Roomie Remote to **turn on** Listen to Sonos in the Office” or you could omit the verb entirely and just say “Alexa, tell Roomie Remote to Listen to Sonos in the Office.”

Command phrases do not have to be grammatically correct.

- When referring to Rooms and Activities, use Rooms and Activities that are currently configured in Roomie Remote. If you refer to a Room or Activity that is not configured in Roomie Remote, your command will not work as you expect.

- Not all command phrases need to specify an Activity and a Room. Instead, if the context of the command phrase is clear, the additional information does not need to be included.

For example, if you give the command phrase:

Alexa, tell Roomie Remote to set the current Room to Office

Roomie Remote would set the current Room to the Office.

Then if you wanted to mute the current Activity in the Office, the next command phrase would only need to be:

Alexa, tell Roomie Remote to mute

The Room context is clear, so it does not need to be part of the command phrase.

- If you are not certain of the context, however, put it in the command phrase. It may not be necessary, but if the context is not clear to Alexa and you do not put it in, you may see unexpected results.

Common Custom Skill Command Phrases

Following are some examples of command phrase structure, with examples. Some examples do not follow the structure exactly, because variations work.

Words in braces are placeholders for parts of your Roomie Remote environment (a Room or Activity, for example) or a desired value (Volume, for example).

- Setting the Room:
 - tell Roomie Remote to set the current Room to {Room}
- Starting an Activity:
 - tell Roomie Remote to turn on {Activity}
 - *Example: tell Roomie Remote to Watch TV in the Living Room*
- Powering off:
 - tell Roomie Remote to turn off
 - tell Roomie Remote to turn off {Room}
 - tell Roomie Remote to turn off the {Room}
 - tell Roomie Remote to turn the {Room} off
 - tell Roomie Remote to turn {Room} off
- Muting:
 - tell Roomie Remote to mute {Room}
 - tell Roomie Remote to mute [in {Room}]
- Unmuting:
 - tell Roomie Remote to unmute {Room}
 - tell Roomie Remote to unmute [in {Room}]
- Playing:
 - tell Roomie Remote to play in {Room}

- tell Roomie Remote to play [in {Room}]
- Pausing:
 - tell Roomie Remote to pause {Activity}
 - tell Roomie Remote to pause [in {Room}]
- Next:
 - tell Roomie Remote to skip to the next chapter in {Room}
 - tell Roomie Remote to skip to the next chapter [in {Room}]
- Previous:
 - tell Roomie Remote previous on {Activity}
 - tell Roomie Remote previous on {Activity} [in {Room}]
 - tell Roomie Remote previous in the {Room}
 - tell Roomie Remote previous in {Room}
 - tell Roomie Remote previous
- Skip:
 - tell Roomie Remote to skip
 - tell Roomie Remote to skip {# of times}
 - tell Roomie Remote to skip {# of times} times
 - tell Roomie Remote to skip [in {Room}]
 - tell Roomie Remote to skip [in {Room}] {# of times}
 - *Example: Alexa, tell Roomie Remote to skip 6 times in Office*
- Replay:
 - tell Roomie Remote to replay
 - tell Roomie Remote to replay {# of times}
 - tell Roomie Remote to replay {# of times} times
 - tell Roomie Remote to replay [in {Room}]
 - tell Roomie Remote to replay [in {Room}] {# of times}
 - *Example: Alexa, tell Roomie Remote to replay 6 times in Office*
- Volume Up:
 - tell Roomie Remote to turn up the volume [in {Room}]
 - tell Roomie Remote to turn up the volume [in the {Room}]
 - tell Roomie Remote to turn the volume up [in {Room}]
- Volume Down:
 - tell Roomie Remote to turn down the volume [in {Room}]
 - tell Roomie Remote to turn down the volume [in the {Room}]
 - tell Roomie Remote to turn the volume down [in {Room}]

- Setting the Volume:
 - tell Roomie Remote to set volume {sign}{Volume}
 - tell Roomie Remote to set volume {sign}{Volume} D.B.
 - tell Roomie Remote to set volume {sign}{Volume} Decibels
 - tell Roomie Remote to set volume {sign}{Volume}
 - *Example: Alexa, tell Roomie Remote to set volume to minus 25 Db*
- Changing the Channel:
 - tell Roomie Remote to tune [to]{Channel Name/Number} [in {Room}]
 - tell Roomie Remote to tune channel {up/down}
 - tell Roomie Remote to tune channel {up/down} {# of times} times [in {Room}]
 - **Note:** {Channel Name} must be a common channel name.
 - *Example: Alexa, tell Roomie Remote to tune Food TV in the Kitchen*

If your Device supports volume in decibels, you can use two additional values:

- {DBvolume}, which is a numeric value in decibels
- {sign}, which can be “minus”, “negative”, “plus”, or “positive” (minus or negative is required for a negative value, plus and positive are optional)
- *Example: Alexa, tell Roomie Remote to set volume to “20 decibels” or “minus 10 DB”.*

Alexa skills are only available in specific countries. Check the Alexa Skill Store to determine whether a particular skill is available in your country.

ROOMIE VOICE CONTROL

A more modern method of Voice Control has been added directly for Roomie Remote. When activated from Roomie's Settings, the following syntax is enabled from the Roomie app on iOS, iPadOS, or macOS. This feature is specific to each device, so you choose which devices listen for voice commands by activating it on that device. It is also relative to the room of that device unless otherwise specified.

The Roomie app must be in the foreground to listen for commands on iOS or iPadOS. All commands begin with "Roomie". If you do not specify a Room Name, the current room of the app will be assumed. For example, each of your dedicated Roomie Remote devices assigned to the room they are in can act upon commands for their room – which is not possible with Alexa or Siri.

The following syntax is available via Roomie Voice Control:

- watch/play/turn on/start/launch/activate/open/toggle {Activity Name} [in {Room Name}]
- turn off/power off/system off/shutdown [in {Room Name}]
- play/pause/stop/mute/unmute [in {Room Name}]
- skip/replay/next/previous [# times] [in {Room Name}]
- set volume {#} [in {Room Name}]
- volume {up,down} [# times] [in {Room Name}]
- tune {channel name or number}

Intercomm is also controllable via Voice Control with this syntax. All commands begin with "Intercomm":

- All
- Hang Up [note "Intercomm Hang Up" can be said during a call]
- <Name> [eg. "Intercomm Kids Room" to connect immediately to the Kids Room]

HOMEKIT

This section describes how to integrate a HomeKit environment with Roomie Remote. HomeKit is the set of accessories and homes viewable in the Apple Home app.

HomeKit Overview

HomeKit is Apple's platform for controlling smart network Devices (called Accessories) with iOS and iPadOS apps, Siri, macOS, watchOS, and Apple TV. Once HomeKit is integrated with Roomie Remote, those HomeKit Accessories are automatically synchronized and controlled in Roomie Remote if enabled in the Homes panel settings for the current Home.

Refer to <https://www.apple.com/home-app/> for more information about HomeKit.

Controlling HomeKit accessories requires a supported Roomie Remote app on iOS, iPadOS, tvOS, watchOS, or macOS.

Synchronized HomeKit accessories can be used in a trigger or for feedback in a remote design. These triggers are configured in Roomie Remote (**Settings Menu > Automation**) and are not related to HomeKit automations. You can also use a synchronized HomeKit accessory as the target of a command.

IMPORTANT: HomeKit accessories do not count towards the Device count of your subscription, but a subscription at some level is required for all functionality.

HomeKit Synchronization is enabled by default, and can be disabled from the Homes panel. To limit synchronization to a specific HomeKit home if you have multiple, set the name of your home in Roomie Remote in the Homes panel to match the name of the associated HomeKit home as shown in the Home app. When the names match, only accessories from the matched home will be synchronized. If it was previously not matching, you can use the "Force HomeKit Sync" button in the Homes panel to re-synchronize.

Similarly, the **Matching Room Names Only** option in the Homes panel can be used to further limit the scope of synchronization only to pre-existing room names in your Roomie Remote configuration that match room names from HomeKit.

Any device that needs to control HomeKit accessories must have access to the appropriate HomeKit home. For instance, if you share your Roomie Remote Home with someone else that uses a different Apple ID, you must also share the same Home from the Apple Home app to the same Apple ID if you want them to be able to control the same HomeKit accessories as well via Roomie Remote.

System Requirements

System requirements for HomeKit include:

- Roomie Remote environment up and running.
- Active HomeKit environment with one or more accessories.

Sharing a HomeKit Configuration

If you want to share a HomeKit configuration with others at a single location:

- Everyone must have shared iCloud access to the same HomeKit Home

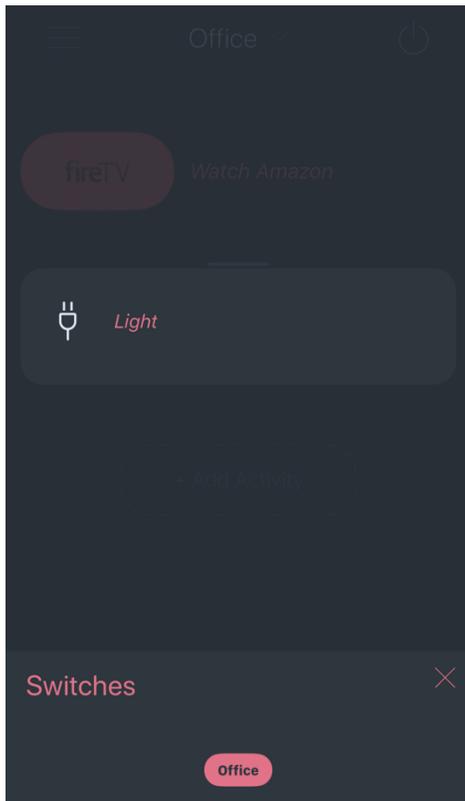
NOTE: If you sign out of your iCloud account, you can no longer access HomeKit accessories.

Controlling a HomeKit Accessory

HomeKit Accessories synchronized with Roomie Remote appear in the Homebar.

To control a synchronized HomeKit Accessory:

1. In Roomie Remote, tap the desired HomeKit Accessory on the Homebar.



The name of the Accessory appears in the middle of the screen; the Accessory type appears in the Homebar.

This image shows a HomeKit Accessory named Light.

2. Control the Accessory just as you would in the Home app.

For example, if you have an Accessory that can be either on or off, tap the name of the Accessory to switch from on to off, and vice versa.

Depending on how many HomeKit Accessories you have, there may be many icons on the Homebar.



This image shows a configuration with many HomeKit accessories in the Homebar.

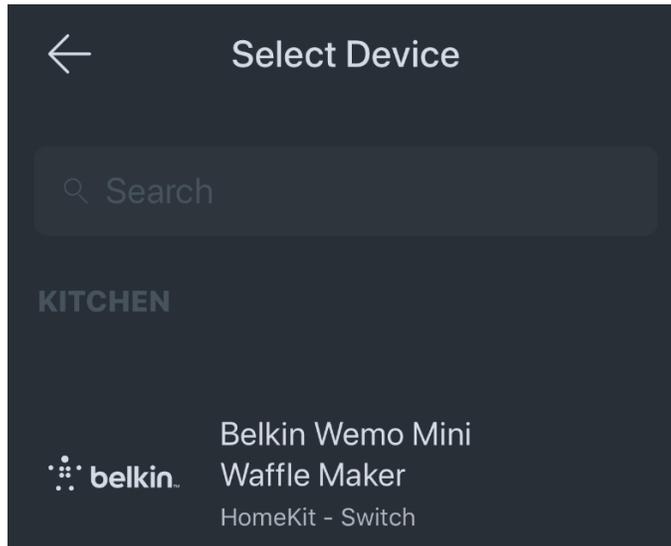
Using a HomeKit Accessory in an Automation

Before creating a Device-based automation using a HomeKit accessory, you must create the Activity you want to initiate with the automation.

To create a Device-based automation using a HomeKit accessory:

1. Open Roomie Remote, **Settings Menu > Automation > Add Automation > Add Device to Watch.**

The **Select Device** screen appears.



This image shows a Belkin Wemo, a HomeKit Accessory, that can be used as a monitored Device in a Device-based automation.

The **Select Device** screen shows those Devices that can be monitored, including HomeKit accessories.

2. Tap a HomeKit accessory to select it.

The **Select Watch Type** screen appears.

3. Select the **Watch Type** (the action) you want to be watched for.
4. Select the appropriate values for the Device.

The **Add Automation** screen appears.

5. Tap **Add Activity to Start.**

The **Select Activity** screen appears, showing the Activities on the client.

6. Tap the Activity you want to initiate when the watched for action occurs.
7. Make any desired settings changes, then tap **Add.**

The **Automation** screen appears, now showing the Device-based trigger you just created, with the Watch Device being a HomeKit accessory.

8. Tap the three lines in the upper left corner to exit Automation.

AUTOMATION

This section describes the types of automation you can set up in Roomie Remote.

About Automation

Roomie Remote supports the following types of automation:

- **Device-based:** Monitors specific Devices for particular actions; when the action occurs, Roomie Remote initiates an Activity or sends a command.

For example, you could have Roomie Remote watch for the lights in your living room being turned on. When the lights go on, Roomie Remote runs an Activity that turns on the TV and set top box in your living room. You could also create a second trigger to do the reverse: when the lights are turned off, the TV and set top box are also turned off.

Roomie Remote can monitor these Devices: HomeKit Accessories, Lutron controllers, Philips Hue, Vera, most Sony televisions, Universal Devices ISY, Infrared Adapter Contact Closures, and iPort SurfaceMount.

Additional Devices are added regularly; check the Device on the appropriate [Compatibility page of the Roomie Remote](#) website to see if it supports Device-based triggers.

- **Timer-based:** Create an Activity that performs an action based on a certain amount of time passing.

For example, you could modify the Activity for a Device to turn it off after 30 minutes have passed. These Automations can only be created by executing commands from an Activity.

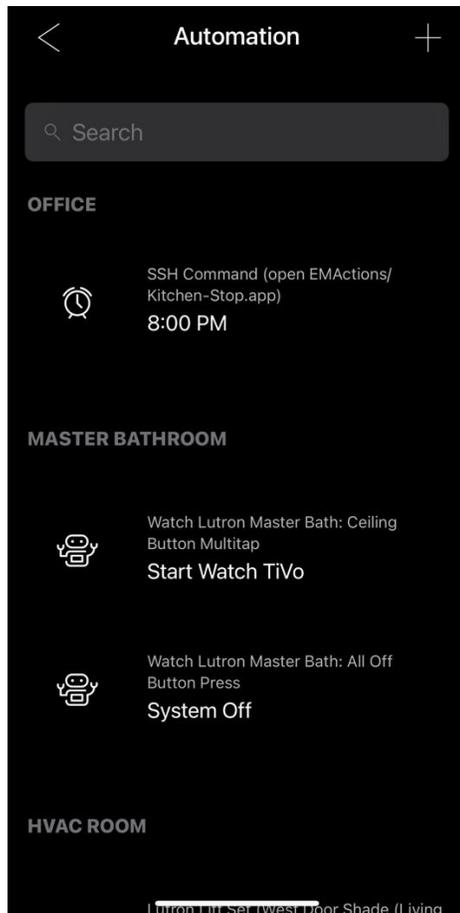
- **Time-based:** You can configure Automation that runs an Activity based on the day and time.

For example, you could create Automation that runs an Activity every weekday evening at 11 p.m.

All Automations require an always-on primary controller such as a dedicated iOS device in Guided Access mode or the Roomie Remote app running on macOS not sleeping. Performance of the app on macOS is improved when it is the foreground app.

IMPORTANT: Make sure to create the Activity you want to run *before* you create the Automation.

When you create Device-based and time-based triggers, they appear on the Automation screen (**Settings Menu > Automation**).



This image shows the Automation screen with two Device-based automations and one time-based automation configured.

To edit a configured automation, tap it.

Device-Based Automations

Before creating a Device-based automation, add the Device you want to monitor and create the Activity you want to initiate.

To create a Device-based automation:

1. Open Roomie Remote, **Settings Menu > Automation > Add Automation > Add Device to Watch.**

The **Select Device** screen appears.

2. Tap a Device to select it.

The **Select Watch Type** screen appears.

The **Select Watch Type** screen shows the **Watch Types** available for the selected Device.

Your screen may show different **Watch Types**, based on the Device you selected on the **Select Device** screen.

3. Select the **Watch Type** (the action) you want to watch for.

4. The **Add Automation** screen appears.

5. Enter appropriate values for the **Parameters** if any.

6. Tap **Add Activity to Start.**

The **Select Activity** screen appears, showing the Activities on the client.

NOTE: You can also choose to send a command instead of an Activity.

7. Tap the Activity you want to initiate when the watched for action occurs.
8. Make any desired settings changes, then tap **Save**.

The **Automation** screen appears.

The **Automation** screen now shows the Device-based automation you just created.

9. Tap the three lines in the upper left corner.

Time-Based Automation

A time-based Automation runs an Activity based on the day and time.

To create a time-based Automation:

1. In Roomie Remote, **Settings Menu > Automation > Add Automation > Schedule a Day & Times.**
2. Set the **Time of Day.**
3. Select the days of the week to execute.
4. Tap **Add Activity to Start.**
5. Select the **Activity.**

Configured Activities appear.

6. Tap the Activity you want the automation to implement.
7. Tap **Add.**

The **Automation** screen appears.

The **Automation** screen shows the time-based automation you just defined.

8. Tap the three lines in the upper left corner.

Timer-Based Automation

Timer-based Automations perform an action after a specified amount of time has passed.

For example, you could modify the Activity for a Device to turn it off after 60 minutes have passed.

Note: Timer-based Automations are *not* created on the Automation screen, as Device and Time Automations are. The Activities panel is where these are created.

In the following example, we will set a Vizio TV to turn off 60 minutes after it is turned on.

To create a Timer-based Automation:

1. In Roomie Remote, navigate to the **All Activities** screen and then open the Activity to which you would like to add a timer-based action.

The settings for the selected Activity appear.

2. Tap **Setup**.

The settings for the Activity appear.

3. Tap the + icon in the upper right and select “Start Another Activity”.

4. Select an Activity to run after the timer expires.

5. Tap the three vertical dots to the right of the resulting Activity entry in Setup.

6. Select **Delay Activity**.

7. Set the delay from the time this Activity executes to the time you want the newly selected Activity to execute in the newly shown “Delay” row.

8. Tap **Save**.

The Activity has been modified to run an Activity the specific period of time after initial execution.

BACKING UP CONFIGURATIONS

This section describes how to back up your Roomie Remote configuration.

Overview

Roomie Remote lets you back up the current Roomie Remote configuration to any location accessible to the Files app.

IMPORTANT: If you backed up Roomie Remote configurations using a different method in previous versions of Roomie Remote, you must retrieve those configurations using that previous version and different method. Backing up from the modern app is not related to those other methods, but the format is compatible. If you update a previous version of Roomie Remote or Simple Control to Roomie Remote 8, the active configuration is automatically inherited and activated by Roomie Remote 8.

To back up your Roomie Remote configuration, you need a Roomie Remote environment and you need to be signed in to your iCloud account from Apple's Settings app.

Backup and Restore are best performed only from the Owner account. If you have shared your home via iCloud Sharing or Instant Home Sharing, the Owner account device is the one that should perform all Backup and Restore functions. However, Backup is allowed in all cases. So an integrator using Instant Home Sharing can backup a client configuration, but in the event a restore is needed, that should be performed from the Owner device to ensure the same iCloud account is used.

Backup

Backups have unique names, so you can backup as many versions of your configuration as you like over time.

To back up your Roomie Remote configuration to iCloud:

1. In Roomie Remote, select **Settings Menu > Homes > [select the Home to Backup] > Backup...**
2. You will now select a location to save your Backup.

If you see text that says "Sign in to your iCloud account to enable Backup and Restore of your configuration", then you are not signed in to iCloud. You will need to complete your iOS Device iCloud setup in order to backup and restore your Roomie Remote configuration.

A popup appears briefly telling you the backup is complete.

Restore

When you have a Roomie Remote configuration saved in a location accessible via the iOS Files app or macOS, you can restore that configuration at any time. **Ensure that the iCloud account of the device performing the restore is the same as the Owner account of the home being restored.**

IMPORTANT: Restoring a configuration overwrites the current configuration on your Roomie Remote client for that particular Home. Any other devices on the same Home (either owned by the owning Apple ID of the home, or shared from that Apple ID) will also receive the newly restored configuration simultaneously.

To restore a Roomie Remote configuration:

1. In Roomie Remote (always use the newest release when restoring especially), select **Settings Menu > Homes > +Restore Home**. The screen to select the enclosing folder of your RoomieBackup.zip file appears. Select it. If your backup file is named *SimpleControlBackup.zip* rename it to *RoomieBackup.zip*. If your backup is from even older releases and named *Roomie.plist*, select the enclosing folder and do not rename the files.

2. The confirmation screen appears.

If you see text that says “Sign in to your iCloud account to enable Backup and Restore of your configuration.”, then either you are not signed in to iCloud or iCloud Drive is disabled. You will need to complete your iOS Device iCloud setup in order to backup and restore your Roomie Remote configuration.

3. Tap **Restore**.

A popup appears telling you the restoration is complete. If the Home was not previously on the device, it will be added. If it previously existed, all settings have now been replaced with the Backup. That applies to this device and any other device using the Home shared or otherwise. **Make sure never to restore the backup to or from a device that was not the Owner of that Home if you don't intend to permanently transfer the home. Always restore to the same Apple ID that represents the Owner of the home. Restored configurations are automatically synchronized to sharee devices once restored on an owner device.**

CUSTOM IMAGES

This section describes how to use custom images in Roomie Remote.

About Custom Images

Roomie Remote includes a wide variety of images for you to use, but it also lets you add your own custom images.

Custom images only need to be added once. You can add as many custom images as you like.

Custom images are automatically modified in size and appearance to fit their location.

Custom Image Requirements

Custom images must meet these requirements:

- PNG format (transparency is recommended).
- Custom images for Activities are now imported from your photo library. Access **Settings Menu > Activities**. Tap the Activity for the custom image. Tap the current icon at the top of the Activity's settings. Tap **Custom** at the bottom of the screen, then **Add Image**. Tap the desired image to move it to the **Custom Images** page, then tap it to make it active. As per above, make sure the image when added to your photo library was a PNG with transparency. Images are automatically re-colored to match the appropriate circumstance. Using a single solid color is recommended. Rather than vary colors in your custom images, it is recommended to vary the transparency as that will be reflected in the template coloring algorithm used to display images.

INTERCOMM

This section describes the intercom functionality included with Unlimited/Pro subscription levels.

About Intercomm

Intercoms used to be very popular in many homes in the latter half of the 1900s. They were quite common, useful, and based on solid-state electronics so their reliability was extremely high.

Over time, iPhones and other wireless devices came to represent a simpler solution that didn't involve specialized wiring in the home. Unfortunately, this usually relegated what was once a direct two-way voice communication into passive texting that often isn't even noticed, and maintaining a constant awareness of the latest text interruptions is questionable psychologically.

Alexa and HomePod both offer a near identical store and forward intercom messaging feature. You identify your target speakers, record your message, and then your message will playback on the target speakers. It's very slow, and non-interactive. Good luck trying to figure out how to reply to such messages. It's a user interface disaster that degrades the idea of an intercom. One might be baffled at why we have moved from simple, solid-state, reliable intercoms in the 1970s to a cacophony of poorly implemented systems that really should not even be called intercoms today.

The goal of Intercomm is to bring back that level of reliability, and move it to the next level using all of the many technologies now readily available today. Intercomm is available as a separate app at a low price, or included with Roomie at the higher subscription levels. For our Unlimited/Pro customers, they are already deploying dedicated devices in the home. First, Roomie's Primary Controller has required a dedicated device for many years. Then, Roomie Voice Control introduced a second major reason to use dedicated devices in more than just one zone. Now, Intercomm provides a similar suggestion. The combination of the three means that deploying a set of dedicated devices in key rooms is now a strong recommendation. This is a ready-made environment for an intercom system. For those rooms in which a dedicated device is not deployed, Intercomm works great even if the target app is in the background. It's just like a call in that case.

Intercomm uses state of the art conferencing technology and security. Conversations are end-to-end encrypted. Conversations over a local network (typical intercom calls) stay on your local network without relay through a central server like most communication systems. Intercomm is notably optimized as an intercom as well – all communications to online parties are auto-answered. We're not trying to replace telephones, but rather provide intercom functionality for your family and household members.

Intercomm Requirements

Intercomm devices must meet these requirements:

- iOS or iPadOS 15+ or macOS 12+.
- Microphone
- Video Camera (optional)
- Sonos speakers for Announce via Sonos (optional)
- HomePod (Gen 1 or 2) or HomePod Mini speakers for Broadcast to HomePod (optional)

Intercomm Main Screen

The main screen of Intercomm lists the known target Intercomm devices as well as an Announce via Sonos item if Sonos speakers or the Sonos Cloud Service have been added to your Roomie configuration, and a Broadcast to HomePod item if HomePod speakers are observed on your local network.



Announce via Sonos appears as an option if your configuration has Sonos speakers or the Sonos Cloud Service. It allows recording an announcement to play back on any or all Sonos speakers immediately.

All Online will begin a multi-party video conference (if video is enabled) with all items below this item that have a green dot. The names of these devices can be configured via the **Device Identification** field in the Intercomm settings for that device.

Green dots in the left column mean this device is currently online. Tapping it will instantly connect with auto-answer.

Items that do not show a green dot are offline. You can still tap them to connect, but the result will be more like a call waiting for the other party to answer.

Tap and hold the **microphone button** for each item to send audio immediately to that device. Receiving audio is also immediately enabled. This is essentially the traditional intercom Push To Talk button except you can also hear the other side while held down.

Tap the **Video icon button** in the lower left corner to disable outgoing video from this device. This setting is remembered across launches of the app.

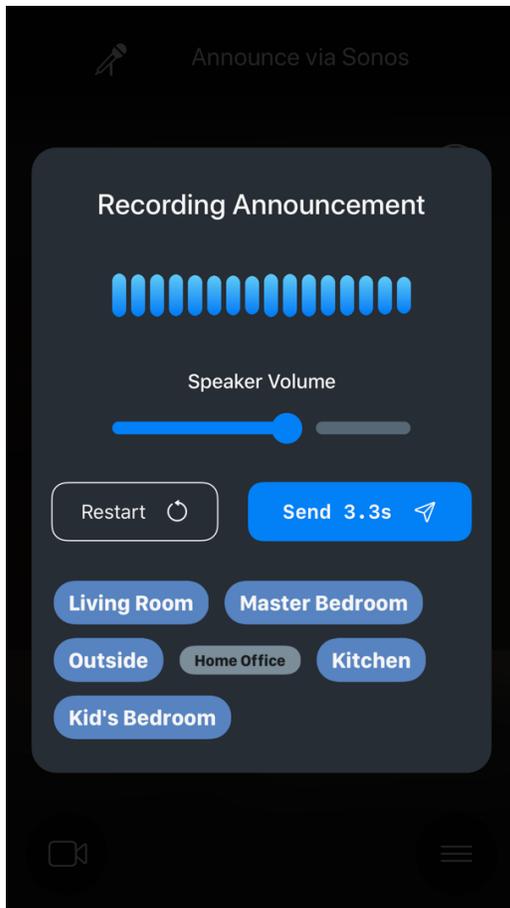
Each item in this list is detected automatically via your local network. Once an item has been detected and added to this list, it is remembered and will be shown offline if it is not on your local network in the future.

To delete a device, just swipe from right to left on it.

If a device is added to your local network that already has its own directory of Intercomm devices (such as a friend that has their own Intercomm deployment at their home), a pairing confirmation alert will be presented. If you don't wish to join them to your Intercomm group, tap Ignore. Otherwise, confirm that they should have access to your Intercomm group. You may delete them from your group thus removing their access at any time using the same swipe right to left method from above.

Announce via Sonos and Broadcast to HomePod

The top items of the Intercomm main screen offer to send announcements to any or all of your Sonos speakers or HomePod speakers if configured, or via the Sonos Cloud Service if configured.



The top of the panel shows a live waveform display of the audio being recorded. Use it to ensure the microphone is operating.

The **Speaker Volume** setting allows adjustment of the global speaker volume of the sound that will be played on all of the selected speakers.

Restart deletes all currently recorded audio and resets.

Send plays the recorded announcement of the duration shown in the button name.

Each target can be individually enabled or disabled by tap. Blue highlight means tapping **Send** will play on that device and every other device with a blue highlight.

IMPORTANT: *Holding down any target device button will Send the announcement to that target device only.*

The Sonos Cloud Service and local Sonos devices are two different methods to play announcements. Which method is used is determined by the Play via Sonos Cloud switch in the Intercomm settings. In the standalone Intercomm app, the Sonos Cloud Service is always used.

The Sonos Cloud Service option configured in Intercomm's Settings panel has these attributes:

- All announcements are sent to the Sonos Cloud Service.
- The service cleanly ducks any current playback and plays the announcement followed by resumption of any prior playback.
- Announcements are sent to one speaker at a time and thus playback will not be perfectly synchronized.

The Local Sonos Devices playback option configured via Roomie's Devices panel have these attributes:

- This option is only available via the Roomie Remote app not from the Intercomm app.
- Announcements are perfectly synchronized on all Sonos speakers on the local network.
- Announcements can only be sent on the local network – does not work remotely.
- One Master speaker is configured in the Intercomm settings, all other speakers follow that speaker.
- Any existing playback is overwritten when an announcement is played, and is not resumed when the announcement completes.

The differences between these methods essentially mean that the Sonos Cloud Service is the best default option. However, in homes with dedicated Sonos speakers for this purpose, synchronizing the playback to all speakers is ideal and thus the Local Sonos Devices option can be better and faster in such cases.

HARDWARE SETUP

This section describes how to determine if you need additional hardware for your Roomie Remote configuration and, if so, how to set it up.

Overview

To determine if you need additional hardware, you need to know how your Devices are controlled by Roomie Remote.

NOTE: Be sure to look up the brands and models of your Devices on the [Device Compatibility page of the Roomie Remote website](#). Because the number of compatible infrared devices can best be described as “essentially everything”, there is no listing for such devices. You can confirm a Device is supported via IP or Serial, and, in some cases, find additional information about the Device, including support for live feedback on that page.

There are three ways to control a Device using Roomie Remote, two of which require additional hardware:

- **Network (IP) controlled.** If a Device connects directly to your network, no additional hardware is needed for Roomie Remote to control it.
- **Infrared controlled.** If a Device is controlled via infrared, you will need to purchase and install an adapter and an appropriate cable so that Roomie Remote can control it. Compatible adapters include the Global Caché iTach Flex.
- **Serial controlled.** If a Device is controlled via a serial connection, you will need to purchase and install an adapter and an appropriate Serial cable. Compatible adapters include the Global Caché iTach Flex.

Determining Your Hardware Needs

Determining your hardware needs depends on how a Device is controlled.

IP Control

If a Device you want Roomie Remote to control is IP controlled, then no additional hardware is needed. Just add the Device directly in Roomie Remote.

Infrared Control

If a Device you want Roomie Remote to control is infrared controlled, then you will need to purchase and install an adapter and an appropriate cable.

Determining how many adapters and what cables you need to support your infrared-controlled Devices depends on the number of Devices you need to support and their locations.

In many cases, purchasing one adapter covers all of the Devices in a single Room.

NOTE: The following suggestions are general in nature. Each situation is unique, so if your situation calls for a different solution, make the appropriate choice.

The decisions you have to make include:

- **Should I purchase a Wi-Fi or Ethernet adapter?**

This depends on whether or not there is an accessible Ethernet port in the Room. If so, get the Ethernet version. If not, get the Wi-Fi version.

The Ethernet version comes in standard power and Power over Ethernet (PoE) versions.

- **What cables do I need?**

The first cable you should consider is a combined 2 emitter 1 blaster (often called “complete”) cable. Each emitter sits over the infrared receiver of the Device and supports one Device. The blaster can support multiple Devices, as long as the Devices are within ~25 feet and in clear line of sight of the blaster. This cable can control all of the Devices in a single Room in many cases.

- **What if I already have some cables?**

If you already have one or more emitter or blaster cables, they can be used with a Triport Adapter, which is a separate purchase.

You can also extend the length of the single emitter or blaster cables with the Simple Cable - 12 Extension or Simple Cable - 25 Extension cables available for both of these cables.

Serial Control

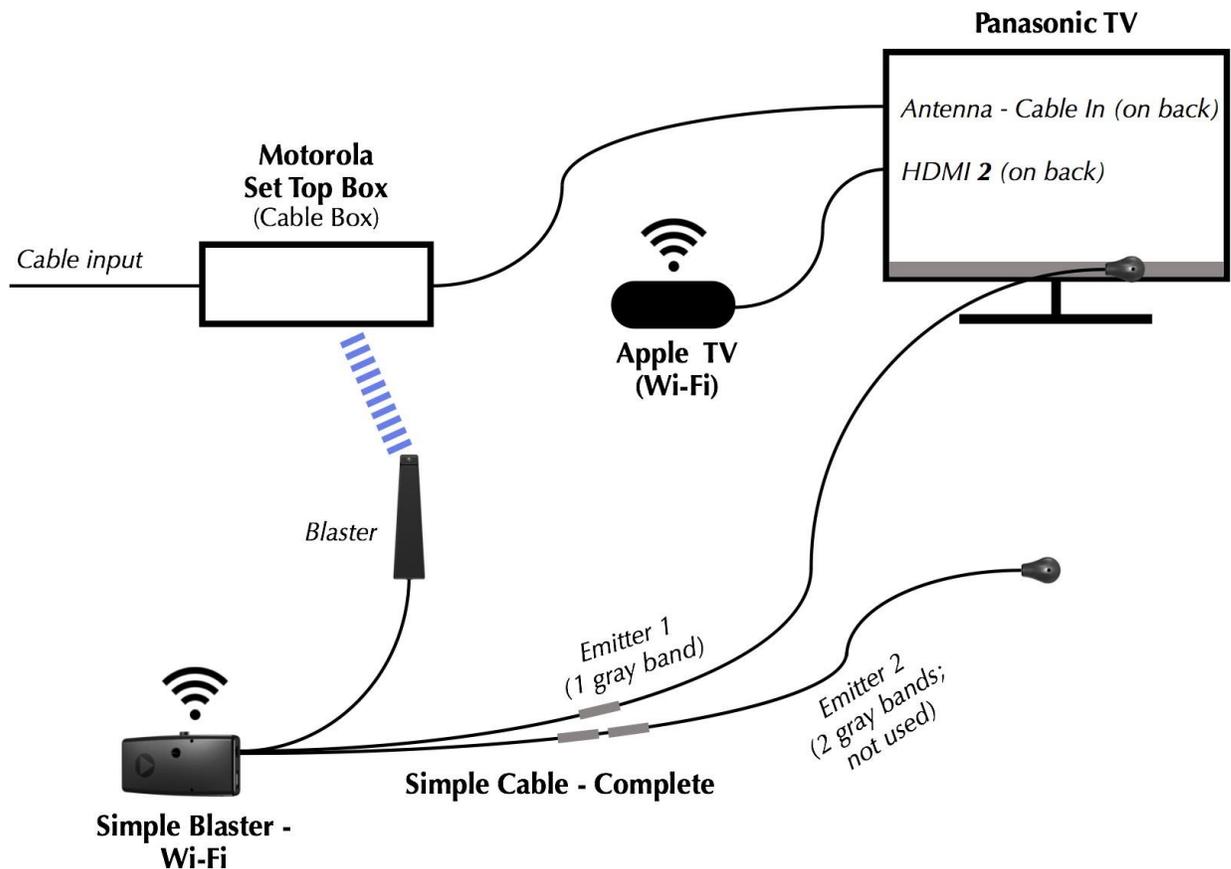
To control a serial-controlled Device, purchase and install an adapter with a serial cable.

If you have more than one serial-controlled Device, you will need to purchase and install an adapter and cable for each serial-controlled Device.

Setting Up Your Hardware

Once you have purchased your additional hardware, you need to set it up.

This image shows a hardware setup using a 2 emitter 1 blaster “complete” cable.



Keep in mind:

- The blaster must be in clear line of sight and within ~25 feet of each Device you want it to control. This means that a blaster is **not** well suited for Devices that are more than 25 feet from the blaster or where there is no line of sight between the blaster and the Device.
- The “Simple Blaster” depicted in the diagram is just an example. The Global Caché iTach products are the same as that product. All supported device types are identical for the purposes of this diagram.
- The emitter eye must be placed directly over the infrared sensor of the Device you want it to control. Emitters are well suited for Devices with no line of sight to a blaster; a Device in a cabinet, for example.

NOTE: Before removing the adhesive backing on the emitter eye and affixing it, hold the emitter over the infrared sensor to verify control of the Device before affixing the emitter.

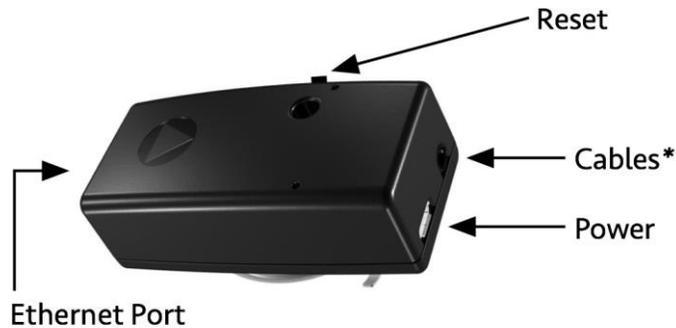
INFRARED ADAPTERS

This section describes both versions of the infrared adapters, Ethernet and Wi-Fi. We will only refer to the Global Caché iTach Flex products here though we list other compatible infrared adapters. We recommend purchase of iTach Flex products directly using the links on the Roomie Remote website [Compatibility](#) page.

A Global Caché iTach Flex adapter gets infrared and serial Devices onto your local network.

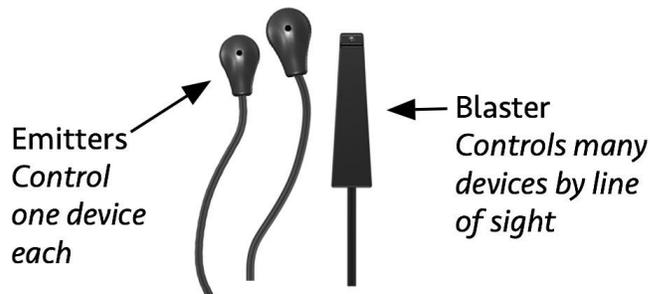
Adapters for Ethernet and PoE

This section covers how to set up the infrared adapter - Ethernet and the infrared adapter - PoE.



** The cable connector on the PoE version is green; it is black on the standard version.*

Some infrared adapters come with a set of cables. The “2E1B” or 2 emitter 1 blaster cable, sometimes referred to as “Complete” is one such cable.



Cables

The infrared adapter - Ethernet and the infrared adapter - PoE work with these cables:

- **“2E1B” or Complete Cable:** Has two emitters and one blaster; must connect directly to the infrared adapter. Affix emitter directly over the infrared port on the target Device (test Device control *before* removing backing). Position the blaster to target Devices by line of sight. Configure Devices controlled by the blaster for **IR Port 3** during the process of adding the Device. Configure the emitter cable with the single gray band on **IR Port 1** and the emitter cable with the two gray bands on **IR Port 2**.
- **Triple Emitter Cable:** Has three emitters; must connect directly to an infrared adapter. Configure the emitter cable with the white band on **IR Port 1**, the red band on **IR Port 2**, and the blue band on **IR Port 3**.
- **Serial Cable:** Connects to a serial (RS-232) Device; must connect directly to an infrared adapter. Note that serial is totally different from infrared so in the scenario where you use a serial cable, it is more appropriate to then call it a serial adapter. There are 3 different types of Serial Cable available. They are RS232, RS485, and Mini Jack. The first is the most common. The Mini Jack cable is used for Samsung and Sony TVs. The RS485 cable is for more exotic scenarios.
- **Triport Adapter:** Supports three emitters or two emitters and one blaster; must connect directly to an infrared adapter. Used only with single cable accessories.
- **Emitter Cable:** Has one emitter; connects to any port on the Triport Adapter or directly to the infrared adapter.
- **Blaster Cable:** Has one blaster; connect to **Port 3** on the Triport Adapter or directly to the infrared adapter.
- **Relay Cable:** Connects directly to an infrared adapter. The other end has four push-release terminal blocks for connection to external Devices. Provides contact closure, sensor feedback, and relay control, allowing control and monitoring of a variety of Devices.

Refer to [Cables](#) for more information about these cables. Note that these cables would be available for iTach products under various marketing names. These products are not sold by Roomie Remote.

Configuration

This procedure assumes the Roomie Remote app is installed on your iOS or macOS Device.

To set up an infrared adapter - Ethernet or infrared adapter - PoE:

1. Find appropriate locations for the adapter and the cables you are using, then apply power to the adapter (using the supplied power adapter is *optional* if you are using PoE).

The adapter joins your local network and is assigned an IP address via DHCP.

If no IP address is available via DHCP, then 192.168.1.70 will be used.

2. Open the Roomie Remote app, **Settings Menu > Devices > Add Device**.
3. On the **Add Device** screen, verify that Global Caché iTach Ethernet or equivalent appears.
4. Tap the adapter in the list, then tap **Next**.
5. On the drop-down screen that appears:
 - Tap **IR Port 1** if the target Device attaches via the emitter cable with one gray band or **IR Port 2** if the target Device attaches via the emitter cable with two gray bands.

- Tap **IR Port 3** if the target Device connects via the blaster.
- 6. Finish configuring the Device.
- 7. On the screen showing the brand name of the Device, tap **Blaster Settings** (you may have to scroll down).
- 8. Tap **Flex Link Cable**, then select **Infrared** for **Flex Link Cable Mode**.
- 9. Because you are using a Simple Cable - Complete, set **Three IR Port Flex Link Cable** to **Yes**.
- 10. If the Complete Cable is controlling Devices via the blaster, set **Blaster** to **Yes**.
If the Complete Cable is **not** controlling Devices via a blaster, set **Blaster** to **No**.
- 11. Tap **Save Changes**.
- 12. Return to the screen showing the brand name of the Device and tap **Done**.
- 13. Finish configuring the Device, if there are additional screens.

NOTE: The adapter comes configured to join your network automatically via DHCP. We recommend configuring your router to reserve the IP address that gets assigned to the adapter (called static DHCP or DHCP reservation). Refer to your router's documentation for more information.

Troubleshooting

Troubleshooting tips:

- If the Ethernet adapter does not appear on the Add Device screen (Step 3), unplug the adapter for 10 seconds, then plug it back in. If it does not appear after 30 seconds, power cycle your iOS Device. Finally, if needed, power cycle your router and ensure UPnP support is enabled.
If the issue continues, reset the adapter and try setting it up again.
To reset the adapter, hold down the Reset button for 13 seconds. When the LED blinks very fast, release the Reset button. **Do not unplug the adapter during this process.**
- If you are having issues with an infrared Device: raise the Retransmit Infrared setting on the Advanced Settings screen to 2 Times or 3 Times (from 1 Time), make sure any target Device that is controlled via a blaster is set to IR Port 3, and check the line of sight for any Device that is being controlled via a blaster.
- If you are using PoE (802.3af compliant), make sure the switch or router is supplying power; check the Device's specifications.

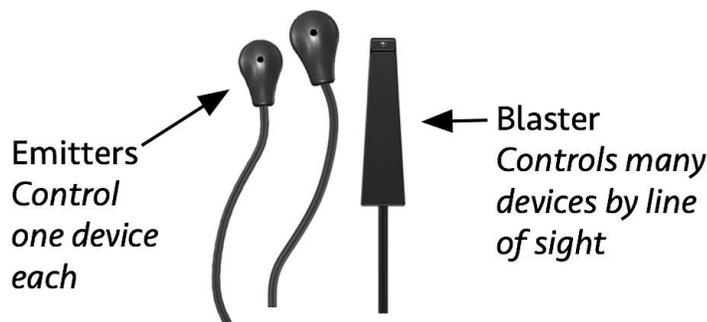
NOTE: The PoE adapter includes a power adapter; using it is optional.

Adapters for Wi-Fi

This section describes how to set up a Wi-Fi infrared adapter.



A popular cable option is the “2E1B” or Complete Cable.



Cables

The Wi-Fi adapter works with these cables:

- **“2E1B” or Complete Cable:** Has two emitters and one blaster; must connect directly to the infrared adapter. Affix emitter directly over the infrared port on the target Device (test Device control *before* removing backing). Position the blaster to target Devices by line of sight. Configure Devices controlled by the blaster for **IR Port 3** during the process of adding the Device. Configure the emitter cable with the single gray band on **IR Port 1** and the emitter cable with the two gray bands on **IR Port 2**.
- **Triple Emitter Cable:** Has three emitters; must connect directly to an infrared adapter. Configure the emitter cable with the white band on **IR Port 1**, the red band on **IR Port 2**, and the blue band on **IR Port 3**.
- **Serial Cable:** Connects to a serial (RS-232) Device; must connect directly to an infrared adapter. Note that serial is totally different from infrared so in the scenario where you use a serial cable, it is more appropriate to then call it a serial adapter. There are 3 different types of Serial Cable available. They are RS232, RS485, and Mini Jack. The first is the most common. The Mini Jack cable is used for Samsung and Sony TVs. The RS485 cable is for more exotic scenarios.
- **Triport Adapter:** Supports three emitters or two emitters and one blaster; must connect directly to an infrared adapter. Used only with single cable accessories.
- **Emitter Cable:** Has one emitter; connects to any port on the Triport Adapter or directly to the infrared adapter.

- **Blaster Cable:** Has one blaster; connect to **Port 3** on the Triport Adapter or directly to the infrared adapter.
- **Relay Cable:** Connects directly to an infrared adapter. The other end has four push-release terminal blocks for connection to external Devices. Provides contact closure, sensor feedback, and relay control, allowing control and monitoring of a variety of Devices.

Refer to [Cables](#) for more information about these cables. Note that these cables are available for iTach products under various marketing names. These products are not sold by Roomie Remote.

Configuration

This procedure assumes the Roomie Remote app is installed on your iOS or macOS Device.

To set up a Wi-Fi infrared adapter:

1. Find appropriate locations for the adapter and cables, then apply power to the adapter.
2. On a browser-equipped wireless Device (an iPad or laptop, for example), look for available wireless networks.
NOTE: The adapter is initially an unsecured ad-hoc Wi-Fi Device.
The name (**iTach000C1D1EEE11**, for example) appears listed as a Wi-Fi Network.
3. Join your wireless Device to the adapter's ad-hoc network.
4. Open a web browser on the wireless Device.
If the web browser does not open to <http://192.168.1.70>, enter this address and wait for the page to display.
5. Select your home network, then enter the SSID and/or passphrase to log on to your home network.
The Wi-Fi adapter joins your network and is assigned an IP address via DHCP.
6. Close the web browser on your wireless Device, then switch it back to your home network (from the ad-hoc network).
7. Open the Roomie Remote app, **Settings Menu > Devices > Add Device**.
8. On the **Add Device** screen, verify that the WiFi adapter appears.
9. Tap the name of the adapter in the list.
10. On the **Choose Port** screen:
 - Tap **IR Port 1** if the target Device attaches via the emitter cable with one gray band or **IR Port 2** if the target Device attaches via the emitter cable with two gray bands.
 - Tap **IR Port 3** if the target Device connects via the blaster.
11. Finish configuring the Device.
12. On the screen showing the brand name of the Device, tap Blaster Settings (you may have to scroll down).
13. Tap **Flex Link Cable**, then select **Infrared** for **Flex Link Cable Mode**.
14. If you are using a Complete or "2E1B" cable, set Three IR Port Flex Link Cable to Yes.

15. If the Complete Cable is controlling Devices via the blaster, set **Blaster** to **Yes**.
If the Complete Cable is **not** controlling Devices via a blaster, set **Blaster** to **No**.
16. Tap **Save Changes**.
17. Return to the screen showing the brand name of the Device and tap **Done**.
18. Finish configuring the Device, if there are additional screens.

NOTE: The adapter comes configured to join your network automatically via DHCP. We recommend configuring your router to reserve the IP address that gets assigned to the adapter (called static DHCP or DHCP reservation). Refer to your router's documentation for more information.

Troubleshooting

Troubleshooting tips:

- If the Wi-Fi adapter does not appear on the **Add Device** screen (Step 8), unplug the adapter for 10 seconds, then plug it back in. If it does not appear after 30 seconds, power cycle your iOS Device.
If the issue continues, make sure your router is configured to allow 802.11g 2.4ghz Wi-Fi, then reset the adapter and try setting it up again.
To reset the adapter, hold down the **Reset** button for ~13 seconds. When the LED blinks very fast, release the **Reset** button. **Do not unplug the device during this process.**
- If you are having issues with an infrared Device: raise the **Retransmit Count** setting on the **Edit Device** screen to **2** or **3** (from **1**), make sure any target Device that is controlled via a blaster cable is set to **IR Port 3**, and check the line of sight for any Device that is being controlled via a blaster cable.

ADDITIONAL INFORMATION

This section has additional information about Devices and features.

Slide Over

Slide Over lets you quickly open a second app adjacent to the one you were using. You can do what you need to do with the second app and then quickly return. You can see the first app while you use the second app, but you cannot use it.

NOTE: Slide Over requires an iPad. It does not work on iPhones.

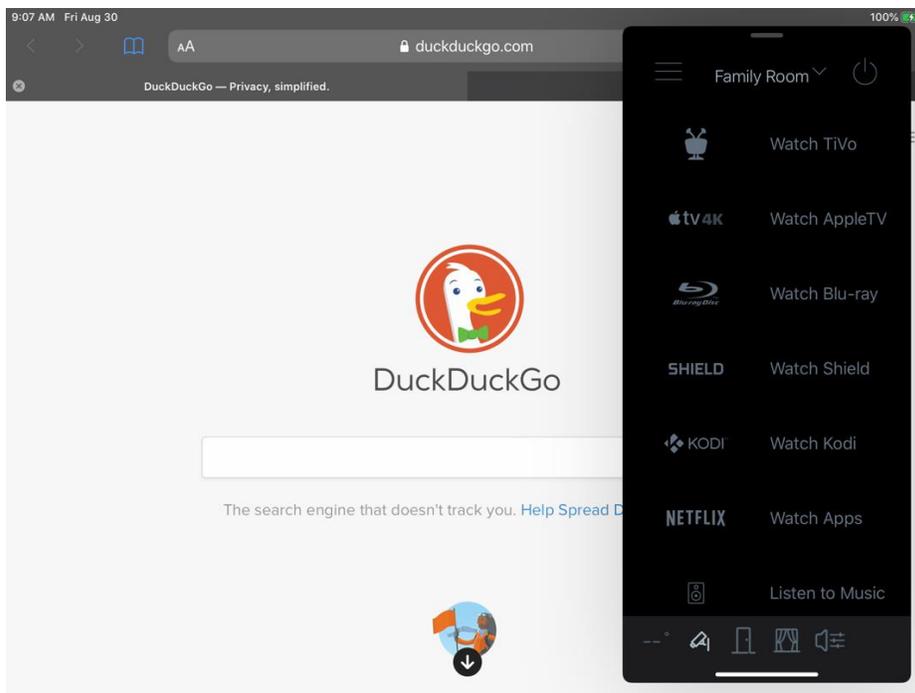
To use Slide Over with Roomie Remote:

1. On your iPad, open an app, not Roomie Remote.
2. When you want to use Roomie Remote, you need to invoke Slide Over:
 - If you have **not** used Slide Over before on this iPad, swipe up from the bottom of the screen to bring up the Dock, tap and drag the Roomie Remote icon from the Dock onto the screen, then drop it.
 - If you **have** used Slide Over before on this iPad, swipe in from the right edge of the screen; the last app you used with Slide Over appears.

If this is Roomie Remote, use it normally.

If it is **not** the Roomie Remote app, drag Roomie Remote out of the Dock again, as described above.

Roomie Remote opens on the right.



3. Use Roomie Remote as usual.

NOTE: Most Roomie Remote features work normally in Slide Over. Some services such as recording video for an intercom call or using the microphone are in some cases not allowed by iPad Multitasking. Return to single app mode to restore full function.

Split View

Split View lets you have two apps open **and active** at the same time.

NOTE: Split View requires an iPad. It does not work on iPhones.

To use Split View with Roomie Remote:

1. On your iPad, open an app, not Roomie Remote.
2. Swipe up from the bottom of the screen to bring up the Dock, tap and drag the Roomie Remote icon from the Dock onto the screen, then drop it.

Roomie Remote opens on the right.

3. Tap the gray line at the top of the Roomie Remote screen and drag down slowly.

The other app will move to the left and Roomie Remote will take over all of the right side of the screen.

In the following image, Twitter is on the left and Roomie Remote is on the right.



4. Use Roomie Remote as usual.

NOTE: Most Roomie Remote features work normally in Split View. Some services such as recording video for an intercom call or using the microphone are in some cases not allowed by iPad Multitasking. Return to single app mode to restore full function.

Widgets

A core set of the functionality of Roomie Remote virtual remote can be displayed on the Widgets screen.

To display the Roomie Remote widget:

1. On the home screen of your iOS Device, swipe right.

The **Widgets** screen appears.

2. If the Roomie Remote widget does **not** appear, scroll down to the **Edit** button.

3. Tap **Edit**.

The screen transforms into the edit mode, tap the + button at the top.

4. Find **Roomie Remote** in the list of Widgets.

5. Select the widget type from the options presented. Large and Small versions of the Recent Activities widget, and the Recent Rooms widget are available.

6. Tap + **Add Widget** to add the widget.

7. Drag the widget up or down to place it where you want it.

8. Tap **Done**.

The **Widgets** screen appears, now showing the Roomie Remote widgets you added.



9. Use the Roomie Remote widget.

Spotlight

Roomie Remote Activities are now indexed on your iOS Device, allowing you to search for a specific Activity from the Spotlight search page.

To search for a Roomie Remote Activity using Spotlight:

1. On the home screen of your iOS Device, swipe right.

The **Widgets** screen appears; the Spotlight search field is at the top of the screen.

2. In the **Search** field, start typing the name of the Activity.

You may only need to type the first few letters.



3. When the Activity you are looking for appears in the **Roomie Remote** section, tap it.

Roomie Remote opens the Activity you specified.

Amazon Fire TV and Fire TV Stick

Both Amazon Fire TV and Amazon Fire TV Stick are auto-discovered by Roomie Remote and controllable via direct IP, including keyboard support.

NOTE: The following procedure applies to both Amazon Fire TV and Amazon Fire TV stick.

To control an Amazon Fire TV:

1. Make sure your Amazon Fire TV is configured according to the manufacturer's instructions, including connecting it to your Wi-Fi network.

IMPORTANT: You must enable an Amazon Fire TV feature called the ADB option. You enable the ADB option in ***your Amazon Fire TV Settings***.

2. **Using your Amazon Fire TV remote**, go to the main menu, then navigate to **Settings > Device > Developer Options**.
3. Set **ADB debugging** to **ON**.
4. Press the Home button on your Fire TV remote.
5. **Using your Roomie Remote app**, **Simple Menu > Devices > Add Device**.
The **Add Device** screen appears.
6. Tap **Amazon Fire TV** or **Amazon Fire TV Stick Media Player** in the list of local network Devices.
7. Tap **Next**.
The settings for your **Amazon Fire** Device appear.
8. Make any other desired settings changes, then tap **Done**.
9. Return to Roomie Remote.

Apple iTunes

To control Apple iTunes, you need to add Roomie Remote as a remote in iTunes during the process of setting up iTunes as a Device. Please note that the new Music app on macOS 10.15 Catalina is not iTunes, and it is not known if it will be compatible.

To add Apple iTunes as a Device:

1. Open the Roomie Remote app, **Settings Menu > Devices > Add Device**.
The **Add Device** screen appears.
2. Tap **Apple iTunes**, then tap **Next**.
The **Add Device** screen appears, with a four-digit number next to **iTunes Pairing**.
3. Open iTunes, click the **Devices** icon, then select **Roomie Remote** from the list that appears.
The **Add Remote for iPhone, Apple Watch, iPod Touch & iPad** screen appears.
4. Enter the four-digit iTunes Pairing number.
A message appears, telling you the remote is now able to control iTunes.
5. Click **OK**. The **Apple iTunes** screen appears in the Roomie Remote app.
6. Tap **Done**.

If you are having issues pairing Roomie Remote with iTunes, you should remove any prior associations iTunes has with remotes.

To have iTunes forget all remotes:

1. Open iTunes, navigate to **iTunes > Preferences > Devices**, click **Forget All Remotes**, then click **OK**.
2. Click **Forget All Remotes** on the confirmation dialog.
3. Restart iTunes.

Dune HD and Mede8er Plus Kodi Media Guide

Roomie Remote supports Dune HD and Mede8er media players in conjunction with a Kodi (formerly XBMC) player. Once configured, Roomie Remote can direct the content from the network attached storage (NAS) the Kodi system is using to either Dune or Mede8er.

Roomie Remote gets the appropriate filenames from the Kodi system and relays it to the Dune or Mede8er Device. Because the pathnames are slightly different, the configuration process includes setting the appropriate mount point.

NOTE: Both Dune HD and Mede8er media players must be added as Devices in Roomie Remote using Manual IP, which means you must reserve their IP addresses once they are configured. This can be done using a feature of your router generally called “static IP” or “DHCP reservation”. Refer to your router documentation for more information.

Because different NAS store their files at different locations in the file system, you must specify a mount point so that Kodi can find and deliver the appropriate files.

As an example, let’s say that a NAS uses this pathname to get to a particular movie:

`/Volumes/video/movies/movietitle.mkv`

Roomie Remote is going to remove the “/Volumes” portion of that path and replace it with the mount point you specify, thus giving the correct full path to the desired files.

An example mount point for Dune HD: **`nfs-tcp://192.168.1.10:/volume1`**

An example mount point for Mede8er X3D: **`smb://192.168.1.10`**

NOTE: If you need more information, refer to the documentation for your media player.

To set a mount point for a Dune HD or a Mede8er X3D media player:

1. Open Roomie Remote.
2. Add the Dune HD or Mede8er X3D media player as a Device.
3. When you get to the **Add Device** screen, scroll to the **Mount Path** field in the **Advanced** section.
4. Tap **Path**.
5. Use the keyboard to enter the appropriate mount point. See above for examples.
6. Tap **Done**.
7. Finish configuring the Device.

Dish DVR Recording and Timers

Roomie Remote supports recording Dish DVR programs from the TV guide and creating/editing timer recordings of programs.

To record a Dish DVR program from the TV guide:

1. On the Dish DVR TV guide, select the program you want to record.
2. Tap the word **Record** or the red circle next to it. The program is now set to record.

To schedule a Dish DVR program for recording from the TV guide:

1. On the Dish DVR TV guide, specify the show you wish to schedule.
2. Tap the alarm clock icon; it's next to the moon icon. The scheduling controls appear.
3. Configure the scheduled recording appropriately.