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A.1.42	$\label{lem:valve} ViDevHeating.temp_setp~(ffe.kitchen.heating_valve) \rightarrow HeatingValve.temp_setp~(ffe.kitchen.heating_valve) \\ \dots $

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A.1.49	$\label{light} ViDevLight.color_temp\ (ffw.livingroom.main_light) \rightarrow Light.color_temp\ (ffw.livingroom.main_light) \\ \dots $
A.1.50	$\label{light.color_temp} \mbox{Light.color_temp (ffw.livingroom.main_light)} \rightarrow \mbox{ViDevLight.color_temp (ffw.livingroom.main_light)} \\ $
A.1.51	$\label{lem:livingroom.heating_valve} ViDevHeating.temp_setp~(ffw.livingroom.heating_valve) \rightarrow HeatingValve.temp_setp~(ffw.livingroom.heating_valve) \\$
A.1.52	$\label{eq:ViDevLight.state} \mbox{ViDevLight.state (ffw.sleep.main_light)} \rightarrow \mbox{Shelly.relay/0 (ffw.sleep.main_light)} $
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A.1.70	$Shelly.relay/0 \; (gfw.dirk.main_light) \rightarrow ViDevLight.state \; (gfw.dirk.main_light) \; \ldots \; \ldots \; 210$
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A.1.72	$Light.state \ (gfw.dirk.desk_light) \rightarrow ViDevLight.state \ (gfw.dirk.desk_light) \ \ . \ . \ . \ . \ . \ . \ . \ . \ . $
A.1.73	$ViDevLight.state \ (gfw.dirk.pc_dock) \rightarrow Powerplug1P.state \ (gfw.dirk.dock) \\ $
A.1.74	$Powerplug1P.state \ (gfw.dirk.dock) \rightarrow ViDevLight.state \ (gfw.dirk.pc_dock) \\ \hspace*{0.5cm} \dots \hspace*{0.5cm} $
A.1.75	$ViDevLight.state \ (gfw.dirk.amplifier) \rightarrow Powerplug4P.amplifier \ (gfw.dirk.powerplug) \\ \qquad . \ . \ . \ . \ . \ . \ . \ . \ . \ .$
A.1.76	$Powerplug 4 P. amplifier \ (gfw.dirk.powerplug) \rightarrow ViDevLight.state \ (gfw.dirk.amplifier) \\ \qquad . \ . \ . \ . \ . \ . \ . \ . \ . \ .$
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A.1.81	$ViDevLight.state \ (gfw.dirk.bt) \rightarrow Powerplug4P.bluetooth \ (gfw.dirk.powerplug) \\ \qquad$
A.1.82	$Powerplug 4P.bluetooth \; (gfw.dirk.powerplug) \rightarrow ViDevLight.state \; (gfw.dirk.bt) \\ \hspace*{0.5cm} \dots \hspace*{0.$
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A.1.87	$Light.brightness \ (gfw.dirk.main_light) \rightarrow ViDevLight.brightness \ (gfw.dirk.main_light) \ \ . \ \ \ \ \ \ \ \ \ \ . \ \ \ \ \ . \ \ \ \ \ . \ \ \ . \ \ \ . \ \ \ . \ \ . \ \ . \ \ \ . \ \ \ \ \ . \ \ . \ \ \ \ . \ \ \ \ \ . \$
A.1.88	$ViDevLight.color_temp~(gfw.dirk.main_light) \rightarrow Light.color_temp~(gfw.dirk.main_light) ~~.~.~.~231$
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A.1.90	$ViDevLight.brightness \ (gfw.dirk.desk_light) \rightarrow Light.brightness \ (gfw.dirk.desk_light) \ \dots \ \dots \ 236$
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A.1.96	$Shelly.relay/0 \; (gfw.marion.main_light) \rightarrow ViDevLight.state \; (gfw.marion.main_light) \;\; . \;\; . \;\; . \;\; . \;\; . \;\; . \;\; . \;\;$
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1 Test Information

1.1 Test Candidate Information

Library Information	
Name	smart_brain
Version	1.3.1
Git URL	https://git.mount-mockery.de/smarthome/smart_brain.git
Git REF	a43db965eba687af05904d06a0d5b055c6720dbd

1.2 Unittest Information

Un	ittest	Inform	ation

1.3 Test System Information

System Informat	System Information	
Architecture	64bit	
Machine	x86_64	
Hostname	erle	
Distribution	Debian GNU/Linux 13 (trixie)	
System	Linux	
Kernel	6.15.1-surface-2 (#2 SMP PREEMPT_DYNAMIC Tue Jun 24 21:02:07 UTC 2025)	
Username dirk		
Path	/home/dirk/work/smarthome_collection/smart_brain_test	

2 Statistic

2.1 Test-Statistic for testrun with python3.13.5

Number of tests	108
Number of successfull tests	108
Number of possibly failed tests	0
Number of failed tests	0
Executionlevel	Full Test (all defined tests)
Time consumption	52.935s

2.2 Coverage Statistic

iviodule- or filename Line-Coverage Dra	odule- or Filename Line-Coverage Branch-Coverage
---	--

3 Testcases with no corresponding Requirement

3.1 Summary for testrun with python3.13.5

3.1.1 Clean-Up

Testresult

This test was passed with the state: Info. See also full trace in section A.1.1!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:41,818 Finished-Time: 2025-08-22 21:13:42,318

Time-Consumption 0.500s

Testsummary:

Info Collecting precondition logs...

$3.1.2 \quad \text{ViDevLight.state (ffe.livingroom.main_light)} \rightarrow \text{Shelly.relay/0 (ffe.livingroom.main_light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.2!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:42,319 Finished-Time: 2025-08-22 21:13:42,622

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.livingroom.main light) to True

Success Value for Shelly.relay/0 (ffe.livingroom.main_light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (ffe.livingroom.main_light) to False

Success Value for Shelly.relay/0 (ffe.livingroom.main light) is correct (Content False and Type is <class

'bool'>).

3.1.3 Shelly.relay/0 (ffe.livingroom.main light) -> ViDevLight.state (ffe.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.3!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:42,622

Finished-Time: 2025-08-22 21:13:42,925

Time-Consumption 0.303s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Shelly.relay/0 (ffe.livingroom.main_light) to True
Success	Value for ViDevLight.state (ffe.livingroom.main_light) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Shelly.relay/0 (ffe.livingroom.main_light) to False
Success	Value for ViDevLight.state (ffe.livingroom.main_light) is correct (Content False and Type is
	<class 'bool'="">).</class>

3.1.4 ViDevLight.state (ffe.livingroom.floorlamp) -> Light.state (ffe.livingroom.floor light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.4!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

 Start-Time:
 2025-08-22 21:13:42,925

 Finished-Time:
 2025-08-22 21:13:43,228

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.state (ffe.livingroom.floorlamp) to True
Success	Value for Light.state (ffe.livingroom.floor_light) is correct (Content True and Type is <class< th=""></class<>
l C-	'bool'>).
Info	Setting state of ViDevLight.state (ffe.livingroom.floorlamp) to False
Caracas	Value for Links state (ff. Britannes on flam Bolt) in amount (Contact False and Toronic colors

Success Value for Light.state (ffe.livingroom.floor_light) is correct (Content False and Type is <class

'bool'>).

3.1.5 Light.state (ffe.livingroom.floor light) \rightarrow ViDevLight.state (ffe.livingroom.floorlamp)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.5!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

 Start-Time:
 2025-08-22 21:13:43,229

 Finished-Time:
 2025-08-22 21:13:43,533

Time-Consumption 0.305s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Light.state (ffe.livingroom.floor_light) to True

Success Value for ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of Light.state (ffe.livingroom.floor_light) to False

Success Value for ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content False and Type is

<class 'bool'>).

3.1.6 Shelly.relay/0 (ffe.livingroom.main light) o Light.state (ffe.livingroom.floor light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.6!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:43,534 Finished-Time: 2025-08-22 21:13:43,837

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (ffe.livingroom.main light) to True

Success Value for Light.state (ffe.livingroom.floor light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (ffe.livingroom.main light) to False

Success Value for Light.state (ffe.livingroom.floor light) is correct (Content False and Type is <class

'bool'>).

3.1.7 ViDevLight.state (ffe.livingroom.xmas tree) → Powerplug1P.state (ffe.livingroom.xmas-tree)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.7!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:43,837 Finished-Time: 2025-08-22 21:13:44,140

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.livingroom.xmas tree) to True

Success Value for Powerplug1P.state (ffe.livingroom.xmas-tree) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of ViDevLight.state (ffe.livingroom.xmas_tree) to False

Success Value for Powerplug1P.state (ffe.livingroom.xmas-tree) is correct (Content False and Type is

<class 'bool'>).

3.1.8 Powerplug1P.state (ffe.livingroom.xmas-tree) → ViDevLight.state (ffe.livingroom.xmas tree)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.8!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:44,140 Finished-Time: 2025-08-22 21:13:44,443

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Powerplug1P.state (ffe.livingroom.xmas-tree) to True

Success Value for ViDevLight.state (ffe.livingroom.xmas tree) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of Powerplug1P.state (ffe.livingroom.xmas-tree) to False

Success Value for ViDevLight.state (ffe.livingroom.xmas_tree) is correct (Content False and Type is

<class 'bool'>).

3.1.9 ViDevLight.brightness (ffe.livingroom.main light) → Light.brightness (ffe.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.9!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

 Start-Time:
 2025-08-22 21:13:44,443

 Finished-Time:
 2025-08-22 21:13:45,251

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.brightness (ffe.livingroom.main_light) to 0

Success Value for Light.brightness (ffe.livingroom.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 20

Success Value for Light.brightness (ffe.livingroom.main_light) is correct (Content 20 and Type is <class

'int'>)

Info Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 40

Success Value for Light.brightness (ffe.livingroom.main light) is correct (Content 40 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 60

Success Value for Light.brightness (ffe.livingroom.main_light) is correct (Content 60 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 80

Success

Value for Light.brightness (ffe.livingroom.main_light) is correct (Content 80 and Type is <class 'int'>).

Info

Setting state of ViDevLight.brightness (ffe.livingroom.main_light) to 100

Value for Light.brightness (ffe.livingroom.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.10 Light.brightness (ffe.livingroom.main light) → ViDevLight.brightness (ffe.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.10!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:45,252 Finished-Time: 2025-08-22 21:13:46,059

Time-Consumption 0.807s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (ffe.livingroom.main light) to 0

Success Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 0 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.main light) to 20

Success Value for ViDevLight.brightness (ffe.livingroom.main_light) is correct (Content 20 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.main_light) to 40

Success Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 40 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.main light) to 60

Success Value for ViDevLight.brightness (ffe.livingroom.main_light) is correct (Content 60 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.main_light) to 80

Success Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 80 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.main light) to 100

Success Value for ViDevLight.brightness (ffe.livingroom.main_light) is correct (Content 100 and Type

is <class 'int'>).

3.1.11 ViDevLight.color temp (ffe.livingroom.main light) ightarrow Light.color temp (ffe.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.11!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:46,059

Finished-Time: 2025-08-22 21:13:46,867

Time-Consumption 0.808s

Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is $<$ class 'tuple' $>$).
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.main_light) to 0
Success	Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.main_light) to 2
Success	Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.main_light) to 4
Success	Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.main_light) to 6
Success	Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.main_light) to 8
Success	Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.main_light) to 10
Success	Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 10 and Type is <class 'int'="">).</class>

3.1.12 Light.color temp (ffe.livingroom.main light) → ViDevLight.color temp (ffe.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.12!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:46,867 Finished-Time: 2025-08-22 21:13:47,675

Time-Consumption 0.808s

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InfoInfoPrepare: Switching on deviceInfoPrepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info Setting state of Light.color temp (ffe.livingroom.main light) to 0

Success Value for ViDevLight.color_temp (ffe.livingroom.main_light) is correct (Content 0 and Type

is <class 'int'>).

Info Setting state of Light.color_temp (ffe.livingroom.main light) to 2

Success Value for ViDevLight.color temp (ffe.livingroom.main light) is correct (Content 2 and Type

is <class 'int'>).

Info Setting state of Light.color_temp (ffe.livingroom.main_light) to 4

Success Value for ViDevLight.color_temp (ffe.livingroom.main_light) is correct (Content 4 and Type

is <class 'int'>).

Info	Setting state of Light.color_temp (ffe.livingroom.main_light) to 6
Success	Value for ViDevLight.color_temp (ffe.livingroom.main_light) is correct (Content 6 and Type
	is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.main_light) to 8
Success	Value for ViDevLight.color_temp (ffe.livingroom.main_light) is correct (Content 8 and Type
	is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.main_light) to 10
Success	Value for ViDevLight.color_temp (ffe.livingroom.main_light) is correct (Content 10 and Type
	is <class 'int'="">).</class>

$3.1.13 \quad \ \ \text{ViDevLight.brightness (ffe.livingroom.floorlamp)} \rightarrow \text{Light.brightness (ffe.livingroom.floor light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.13!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:47,675 Finished-Time: 2025-08-22 21:13:48,485

Time-Consumption 0.810s

rime-Consumption	0.0105
Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 0
Success	Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 20
Success	Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 20 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 40
Success	Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 40 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 60
Success	Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 60 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 80
Success	Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 80 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 100
Success	Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 100 and Type is <class 'int'="">).</class>

$\textbf{3.1.14} \qquad \textbf{Light.brightness (ffe.livingroom.floor light)} \rightarrow \textbf{ViDevLight.brightness (ffe.livingroom.floorlamp)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.14!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:48,485 Finished-Time: 2025-08-22 21:13:49,298

Time-Consumption 0.812s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (ffe.livingroom.floor light) to 0

Success Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 0 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.floor light) to 20

Success Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 20 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.floor light) to 40

Success Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 40 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.floor light) to 60

Success Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 60 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.floor light) to 80

Success Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 80 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffe.livingroom.floor light) to 100

Success Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 100 and Type is

<class 'int'>).

3.1.15 ViDevLight.color temp (ffe.livingroom.floorlamp) ightarrow Light.color temp (ffe.livingroom.floor light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.15!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:49,298 Finished-Time: 2025-08-22 21:13:50,107

Time-Consumption 0.809s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.color temp (ffe.livingroom.floorlamp) to 0

Success Value for Light.color temp (ffe.livingroom.floor light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of ViDevLight.color temp (ffe.livingroom.floorlamp) to 2

Success	Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.floorlamp) to 4
Success	Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.floorlamp) to 6
Success	Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.floorlamp) to 8
Success	Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.floorlamp) to 10
Success	Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 10 and Type is <class 'int'="">).</class>

$\textbf{3.1.16} \quad \textbf{Light.color} \quad \textbf{temp} \; (\textbf{ffe.livingroom.floor} \; \; \textbf{light}) \rightarrow \textbf{ViDevLight.color} \quad \textbf{temp} \; (\textbf{ffe.livingroom.floorlamp})$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.16!

Testrun: Caller: Start-Time: Finished-Time: Time-Consumption	python3.13.5 /home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329) 2025-08-22 21:13:50,107 2025-08-22 21:13:50,920 0.813s
	0.0133
Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.floor_light) to 0
Success	Value for ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.floor_light) to 2
Success	Value for ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.floor_light) to 4

Success	<pre><class 'int'="">).</class></pre>
Info	<class int="">). Setting state of Light.color_temp (ffe.livingroom.floor_light) to 2</class>
Success	Value for ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.floor_light) to 4
Success	Value for ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.floor_light) to 6
Success	Value for ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.floor_light) to 8
Success	Value for ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.livingroom.floor_light) to 10
Success	Value for ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 10 and Type is
	<class 'int'="">).</class>

$3.1.17 \quad \text{ViDevHeating.temp} \quad \text{setp (ffe.livingroom.heating} \quad \text{valve)} \rightarrow \text{HeatingValve.temp} \quad \text{setp (ffe.livingroom.heating} \quad \text{valve}) \rightarrow \text{HeatingValve.temp} \quad \text{valve} \quad \text{valve} \quad \text{valve.temp} \quad \text{valve.temp} \quad \text{valve} \quad \text{valve} \quad \text{valve.temp} \quad \text{valve.temp}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.17!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:50,921 Finished-Time: 2025-08-22 21:13:51,426

Time-Consumption 0.505s

Testsummary:

Info	Prepare: Setting devices to last state 30	
Success	Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'="">).</class>	
Info	Setting state of ViDevHeating.temp_setp (ffe.livingroom.heating_valve) to 15	
Success	Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 15 and	
	Type is <class 'int'="">).</class>	
Info	Setting state of ViDevHeating.temp_setp (ffe.livingroom.heating_valve) to 20	
Success	Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 20 and	
	Type is <class 'int'="">).</class>	
Info	Setting state of ViDevHeating.temp_setp (ffe.livingroom.heating_valve) to 25	
Success	Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 25 and	
	Type is <class 'int'="">).</class>	
Info	Setting state of ViDevHeating.temp_setp (ffe.livingroom.heating_valve) to 30	
Success	Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 30 and	
	Type is <class 'int'="">)</class>	

3.1.18 ViDevLight.state (ffe.sleep.main light) \rightarrow Shelly.relay/0 (ffe.sleep.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.18!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:51,426 Finished-Time: 2025-08-22 21:13:51,729

'bool'>).

Time-Consumption 0.303s

Testsummary:

restsummary.	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.state (ffe.sleep.main_light) to True
Success	Value for Shelly.relay/0 (ffe.sleep.main_light) is correct (Content True and Type is $<$ class
	'bool'>).
Info	Setting state of ViDevLight.state (ffe.sleep.main_light) to False
Success	Value for Shelly.relay/0 (ffe.sleep.main_light) is correct (Content False and Type is $<$ class

3.1.19 Shelly.relay/0 (ffe.sleep.main light) \rightarrow ViDevLight.state (ffe.sleep.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.19!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:51,729 Finished-Time: 2025-08-22 21:13:52,032

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (ffe.sleep.main light) to True

Success Value for ViDevLight.state (ffe.sleep.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (ffe.sleep.main_light) to False

Success Value for ViDevLight.state (ffe.sleep.main_light) is correct (Content False and Type is <class

'bool'>).

3.1.20 ViDevLight.state (ffe.sleep.bed light di) → Light.state (ffe.sleep.bed light di)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.20!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:52,033 Finished-Time: 2025-08-22 21:13:52,336

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.sleep.bed light di) to True

Success Value for Light.state (ffe.sleep.bed_light_di) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (ffe.sleep.bed light di) to False

Success Value for Light.state (ffe.sleep.bed light di) is correct (Content False and Type is <class

'bool'>).

3.1.21 Light.state (ffe.sleep.bed light di) → ViDevLight.state (ffe.sleep.bed light di)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.21!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:52,336 Finished-Time: 2025-08-22 21:13:52,639

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Light state (ffe.sleep.bed light di) to True

Success Value for ViDevLight.state (ffe.sleep.bed light di) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Light.state (ffe.sleep.bed light di) to False

Success Value for ViDevLight.state (ffe.sleep.bed light di) is correct (Content False and Type is <class

'bool'>).

$3.1.22 \qquad \text{ViDevLight.state (ffe.sleep.bed_light_ma)} \rightarrow \text{Powerplug1P.state (ffe.sleep.bed_light_ma)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.22!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:52,639 Finished-Time: 2025-08-22 21:13:52,942

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.sleep.bed light ma) to True

Success Value for Powerplug1P.state (ffe.sleep.bed light ma) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of ViDevLight.state (ffe.sleep.bed light ma) to False

Success Value for Powerplug1P.state (ffe.sleep.bed light ma) is correct (Content False and Type is

<class 'bool'>).

3.1.23 Powerplug1P.state (ffe.sleep.bed light ma) → ViDevLight.state (ffe.sleep.bed light ma)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.23!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:52,942 Finished-Time: 2025-08-22 21:13:53,245

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Powerplug1P.state (ffe.sleep.bed_light_ma) to True
Success	Value for ViDevLight.state (ffe.sleep.bed_light_ma) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Powerplug1P.state (ffe.sleep.bed light ma) to False
Success	Value for ViDevLight.state (ffe.sleep.bed_light_ma) is correct (Content False and Type is <class 'bool'="">).</class>

$3.1.24 \qquad \hbox{ViDevLight.brightness (ffe.sleep.main_light)} \rightarrow \hbox{Light.brightness (ffe.sleep.main_light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.24!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:13:53,246
Finished-Time:	2025-08-22 21:13:54,054
Time-Consumption	0.808s

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Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.sleep.main_light) to 0
Success	Value for Light.brightness (ffe.sleep.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.sleep.main_light) to 20
Success	Value for Light.brightness (ffe.sleep.main_light) is correct (Content 20 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.sleep.main_light) to 40
Success	Value for Light.brightness (ffe.sleep.main_light) is correct (Content 40 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.sleep.main_light) to 60
Success	Value for Light.brightness (ffe.sleep.main_light) is correct (Content 60 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffe.sleep.main_light) to 80
Success	Value for Light.brightness (ffe.sleep.main_light) is correct (Content 80 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight brightness (ffe.sleep.main_light) to 100
Success	Value for Light.brightness (ffe.sleep.main_light) is correct (Content 100 and Type is <class 'int'="">).</class>

$\textbf{3.1.25} \qquad \textbf{Light.brightness (ffe.sleep.main} \quad \textbf{light)} \rightarrow \textbf{ViDevLight.brightness (ffe.sleep.main} \quad \textbf{light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.25!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:54,054 Finished-Time: 2025-08-22 21:13:54,862

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (ffe.sleep.main light) to 0

Success Value for ViDevLight.brightness (ffe.sleep.main_light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of Light brightness (ffe.sleep.main light) to 20

Success Value for ViDevLight.brightness (ffe.sleep.main_light) is correct (Content 20 and Type is <class

'int'>).

Info Setting state of Light.brightness (ffe.sleep.main light) to 40

Success Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 40 and Type is <class

'int'>)

Info Setting state of Light.brightness (ffe.sleep.main light) to 60

Success Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 60 and Type is <class

'int'>).

Info Setting state of Light.brightness (ffe.sleep.main light) to 80

Success Value for ViDevLight.brightness (ffe.sleep.main_light) is correct (Content 80 and Type is <class

'int'>)

Info Setting state of Light.brightness (ffe.sleep.main light) to 100

Success Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 100 and Type is

<class 'int'>).

3.1.26 ViDevLight.color temp (ffe.sleep.main light) → Light.color temp (ffe.sleep.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.26!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:54,862 Finished-Time: 2025-08-22 21:13:55,670

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.color temp (ffe.sleep.main light) to 0

Success Value for Light.color temp (ffe.sleep.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of ViDevLight.color temp (ffe.sleep.main light) to 2

Success	Value for Light.color_temp (ffe.sleep.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.sleep.main_light) to 4
Success	Value for Light.color_temp (ffe.sleep.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.sleep.main_light) to 6
Success	Value for Light.color_temp (ffe.sleep.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.sleep.main_light) to 8
Success	Value for Light.color_temp (ffe.sleep.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffe.sleep.main_light) to 10
Success	Value for Light.color_temp (ffe.sleep.main_light) is correct (Content 10 and Type is $<$ class 'int' $>$).

$3.1.27 \quad \text{Light.color temp (ffe.sleep.main light)} \rightarrow \text{ViDevLight.color temp (ffe.sleep.main light)}$

/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Testresult

Testrun:

Start-Time:

Caller:

This test was passed with the state: Success. See also full trace in section A.1.27!

python3.13.5

2025-08-22 21:13:55,670

Finished-Time:	2025-08-22 21:13:56,478
Time-Consumption	0.808s
Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'="">).</class>
Info	Setting state of Light.color_temp (ffe.sleep.main_light) to 0
Success	Value for ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.sleep.main_light) to 2
Success	Value for ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.sleep.main_light) to 4
Success	Value for ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.sleep.main_light) to 6
Success	Value for ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.sleep.main_light) to 8
Success	Value for ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffe.sleep.main_light) to 10
Success	Value for ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 10 and Type is <class 'int'="">).</class>

3.1.28 ViDevLight.brightness (ffe.sleep.bed light di) → Light.brightness (ffe.sleep.bed light di)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.28!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:56,478 Finished-Time: 2025-08-22 21:13:57,286

Time-Consumption 0.807s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 0

Success Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 0 and Type is <class

'int'>)

Info Setting state of ViDevLight.brightness (ffe.sleep.bed_light_di) to 20

Success Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 20 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 40

Success Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 40 and Type is <class

'int'>)

Info Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 60

Success Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 60 and Type is <class

'int'>)

Info Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 80

Success Value for Light.brightness (ffe.sleep.bed_light_di) is correct (Content 80 and Type is <class

'int'>)

Info Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 100

Success Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 100 and Type is <class

'int'>).

3.1.29 Light.brightness (ffe.sleep.bed light di) \rightarrow ViDevLight.brightness (ffe.sleep.bed light di)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.29!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:57,286 Finished-Time: 2025-08-22 21:13:58,094

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info	Setting state of Light.brightness (ffe.sleep.bed_light_di) to 0
Success	Value for ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of Light.brightness (ffe.sleep.bed_light_di) to 20
Success	Value for ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 20 and Type is <class 'int'="">).</class>
Info	Setting state of Light.brightness (ffe.sleep.bed_light_di) to 40
Success	Value for ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 40 and Type is <class 'int'="">).</class>
Info	Setting state of Light.brightness (ffe.sleep.bed_light_di) to 60
Success	Value for ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 60 and Type is <class 'int'="">).</class>
Info	Setting state of Light.brightness (ffe.sleep.bed_light_di) to 80
Success	Value for ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 80 and Type is <class 'int'="">).</class>
Info	Setting state of Light.brightness (ffe.sleep.bed_light_di) to 100
Success	Value for ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 100 and Type is <class 'int'="">).</class>

$3.1.30 \quad \text{ViDevHeating.temp_setp (ffe.sleep.heating_valve)} \rightarrow \text{HeatingValve.temp_setp (ffe.sleep.heating_valve)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.30!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)

Start-Time: 2025-08-22 21:13:58,094 Finished-Time: 2025-08-22 21:13:58,599

Finished-Time:	2025-08-22 21:13:58,599			
Time-Consumption	0.505s			
Testsummary:				
Info	Prepare: Setting devices to last state 30			
Success	Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'="">).</class>			
Info	Setting state of ViDevHeating.temp_setp (ffe.sleep.heating_valve) to 15			
Success	Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 15 and Type is <class 'int'="">).</class>			
Info	Setting state of ViDevHeating.temp_setp (ffe.sleep.heating_valve) to 20			
Success	Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 20 and Type is <class 'int'="">).</class>			
Info	Setting state of ViDevHeating.temp_setp (ffe.sleep.heating_valve) to 25			
Success	Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 25 and Type is <class 'int'="">).</class>			
Info	Setting state of ViDevHeating.temp_setp (ffe.sleep.heating_valve) to 30			
Success	Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 30 and Type is $<$ class 'int' $>$).			

3.1.31 ViDevLight.state (ffe.diningroom.main light) \rightarrow Shelly.relay/0 (ffe.diningroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.31!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:58,599 Finished-Time: 2025-08-22 21:13:58,903

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.diningroom.main_light) to True

Success Value for Shelly.relay/0 (ffe.diningroom.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (ffe.diningroom.main light) to False

Success Value for Shelly.relay/0 (ffe.diningroom.main_light) is correct (Content False and Type is <class

'bool'>).

3.1.32 Shelly.relay/0 (ffe.diningroom.main light) \rightarrow ViDevLight.state (ffe.diningroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.32!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:58,903 Finished-Time: 2025-08-22 21:13:59,206

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is $<$ class 'tuple' $>$).

Info Setting state of Shelly.relay/0 (ffe.diningroom.main_light) to True

Success Value for ViDevLight.state (ffe.diningroom.main_light) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of Shelly.relay/0 (ffe.diningroom.main light) to False

Success Value for ViDevLight.state (ffe.diningroom.main_light) is correct (Content False and Type is

<class 'bool'>).

3.1.33 ViDevLight.state (ffe.diningroom.floorlamp) → Powerplug1P.state (ffe.diningroom.floor light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.33!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:59,206 Finished-Time: 2025-08-22 21:13:59,509

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.diningroom.floorlamp) to True

Success Value for Powerplug1P.state (ffe.diningroom.floor light) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of ViDevLight.state (ffe.diningroom.floorlamp) to False

Success Value for Powerplug1P.state (ffe.diningroom.floor light) is correct (Content False and Type is

<class 'bool'>).

3.1.34 Powerplug1P.state (ffe.diningroom.floor light) → ViDevLight.state (ffe.diningroom.floorlamp)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.34!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:13:59,509 Finished-Time: 2025-08-22 21:13:59,812

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Powerplug1P.state (ffe.diningroom.floor_light) to True

Success Value for ViDevLight.state (ffe.diningroom.floorlamp) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of Powerplug1P.state (ffe.diningroom.floor light) to False

Success Value for ViDevLight.state (ffe.diningroom.floorlamp) is correct (Content False and Type is

<class 'bool'>).

3.1.35 Shelly.relay/0 (ffe.diningroom.main light) → Powerplug1P.state (ffe.diningroom.floor light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.35!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:13:59,812 Finished-Time: 2025-08-22 21:14:00,115

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Shelly.relay/0 (ffe.diningroom.main_light) to True
Success	Value for Powerplug1P.state (ffe.diningroom.floor_light) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Shelly.relay/0 (ffe.diningroom.main_light) to False
Success	Value for Powerplug1P.state (ffe.diningroom.floor_light) is correct (Content False and Type is <class 'bool'="">).</class>

$\mbox{ViDevLight.state (ffe.diningroom.garland)} \rightarrow \mbox{Powerplug1P.state (ffe.diningroom.garland)}$ 3.1.36

Testresult

This test was passed with the state: Success. See also full trace in section A.1.36!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:00,115
Finished-Time:	2025-08-22 21:14:00,418
Time-Consumption	0.303s

Testsummary:

Testsummary:			
Info	Prepare: Setting devices to last state False		
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>		
Info	Setting state of ViDevLight.state (ffe.diningroom.garland) to True		
Success	Value for Powerplug1P.state (ffe.diningroom.garland) is correct (Content True and Type is <class 'bool'="">).</class>		
Info	Setting state of ViDevLight.state (ffe.diningroom.garland) to False		
Success	Value for Powerplug1P.state (ffe.diningroom.garland) is correct (Content False and Type is <class 'bool'="">).</class>		

3.1.37 $Powerplug 1P. state \ (ffe. dining room. garland) \rightarrow ViDevLight. state \ (ffe. dining room. garland)$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.37!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:00,419
Finished-Time:	2025-08-22 21:14:00,722
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False		
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>		
Info	Setting state of Powerplug1P.state (ffe.diningroom.garland) to True		
Success	Value for ViDevLight.state (ffe.diningroom.garland) is correct (Content True and Type i 'bool'>).		

Info Setting state of Powerplug1P.state (ffe.diningroom.garland) to False

Success Value for ViDevLight.state (ffe.diningroom.garland) is correct (Content False and Type is <class

'bool'>).

3.1.38 ViDevLight.state (ffe.kitchen.main light) \rightarrow Shelly.relay/0 (ffe.kitchen.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.38!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:00,722 Finished-Time: 2025-08-22 21:14:01,025

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.kitchen.main light) to True

Success Value for Shelly.relay/0 (ffe.kitchen.main_light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (ffe.kitchen.main light) to False

Success Value for Shelly.relay/0 (ffe.kitchen.main light) is correct (Content False and Type is <class

'bool'>).

3.1.39 Shelly.relay/0 (ffe.kitchen.main light) → ViDevLight.state (ffe.kitchen.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.39!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

 Start-Time:
 2025-08-22 21:14:01,025

 Finished-Time:
 2025-08-22 21:14:01,328

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (ffe.kitchen.main_light) to True

Success Value for ViDevLight.state (ffe.kitchen.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (ffe.kitchen.main light) to False

Success Value for ViDevLight.state (ffe.kitchen.main light) is correct (Content False and Type is <class

'bool'>).

3.1.40 ViDevLight.state (ffe.kitchen.circulation pump) \rightarrow Shelly.relay/0 (ffe.kitchen.circulation pump)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.40!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:01,328 Finished-Time: 2025-08-22 21:14:01,631

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False			
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>			
Info	Setting state of ViDevLight.state (ffe.kitchen.circulation_pump) to True			
Success	Value for Shelly.relay/0 (ffe.kitchen.circulation_pump) is correct (Content True and Type is			
	<class 'bool'="">).</class>			
Info	Setting state of ViDevLight.state (ffe.kitchen.circulation_pump) to False			
Success	Value for Shelly.relay/0 (ffe.kitchen.circulation_pump) is correct (Content False and Type is			

<class 'bool'>).

3.1.41 Shelly.relay/0 (ffe.kitchen.circulation pump) \rightarrow ViDevLight.state (ffe.kitchen.circulation pump)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.41!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:01,632 Finished-Time: 2025-08-22 21:14:01,935

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False		
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>		
Info	Setting state of Shelly.relay/0 (ffe.kitchen.circulation_pump) to True		
Success	$Value\ for\ ViDevLight.state\ (ffe.kitchen.circulation_pump)\ is\ correct\ (Content\ True\ and\ Type$		
	is <class 'bool'="">).</class>		
Info	Setting state of Shelly.relay/0 (ffe.kitchen.circulation_pump) to False		
Success	Value for ViDevLight.state (ffe.kitchen.circulation_pump) is correct (Content False and Type		
	is <class 'bool'="">).</class>		

3.1.42 ViDevHeating.temp setp (ffe.kitchen.heating valve) \rightarrow HeatingValve.temp setp (ffe.kitchen.heating valve

Testresult

This test was passed with the state: Success. See also full trace in section A.1.42!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:01,935 Finished-Time: 2025-08-22 21:14:02,440

Time-Consumption 0.505s

Testsummary:

Info Prepare: Setting devices to last state 30

Success Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).

Info Setting state of ViDevHeating.temp setp (ffe.kitchen.heating valve) to 15

Success Value for Heating Valve.temp setp (ffe.kitchen.heating valve) is correct (Content 15 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp setp (ffe.kitchen.heating valve) to 20

Success Value for HeatingValve.temp setp (ffe.kitchen.heating valve) is correct (Content 20 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp setp (ffe.kitchen.heating valve) to 25

Success Value for Heating Valve temp setp (ffe.kitchen.heating valve) is correct (Content 25 and Type

is <class 'int'>)

Info Setting state of ViDevHeating.temp_setp (ffe.kitchen.heating_valve) to 30

Success Value for Heating Valve.temp setp (ffe.kitchen.heating valve) is correct (Content 30 and Type

is <class 'int'>).

3.1.43 ViDevLight.state (ffe.floor.main light) \rightarrow Shelly.relay/0 (ffe.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.43!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:02,440 Finished-Time: 2025-08-22 21:14:02,743

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.floor.main light) to True

Success Value for Shelly.relay/0 (ffe.floor.main_light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (ffe.floor.main_light) to False

Success Value for Shelly.relay/0 (ffe.floor.main light) is correct (Content False and Type is <class

'bool'>).

3.1.44 Shelly.relay/0 (ffe.floor.main light) \rightarrow ViDevLight.state (ffe.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.44!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:02,743 Finished-Time: 2025-08-22 21:14:03,046

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (ffe.floor.main light) to True

Success Value for ViDevLight.state (ffe.floor.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (ffe.floor.main light) to False

Success Value for ViDevLight.state (ffe.floor.main light) is correct (Content False and Type is <class

'bool'>).

3.1.45 ViDevLight.state (ffw.livingroom.main light) → Shelly.relay/0 (ffw.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.45!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:03,046 Finished-Time: 2025-08-22 21:14:03,350

Time-Consumption 0.304s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffw.livingroom.main_light) to True

Success Value for Shelly.relay/0 (ffw.livingroom.main light) is correct (Content True and Type is <class

bool' >).

Info Setting state of ViDevLight.state (ffw.livingroom.main light) to False

Success Value for Shelly.relay/0 (ffw.livingroom.main light) is correct (Content False and Type is <class

'bool'>).

3.1.46 Shelly.relay/0 (ffw.livingroom.main light) → ViDevLight.state (ffw.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.46!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:03,350 Finished-Time: 2025-08-22 21:14:03.653

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False		
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>		
Info	Setting state of Shelly.relay/0 (ffw.livingroom.main light) to True		
Success	Value for ViDevLight.state (ffw.livingroom.main_light) is correct (Content True and Type is <class 'bool'="">).</class>		
Info	Setting state of Shelly.relay/0 (ffw.livingroom.main light) to False		
Success	Value for ViDevLight.state (ffw.livingroom.main_light) is correct (Content False and Type is <class 'bool'="">).</class>		

$3.1.47 \qquad \text{ViDevLight.brightness (ffw.livingroom.main_light)} \rightarrow \text{Light.brightness (ffw.livingroom.main_light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.47!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:03,654
Finished-Time:	2025-08-22 21:14:04,462
Time-Consumption	0.808s

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	C 3	1.5			а	ν.

Info	Prepare: Switching on device			
Info	Prepare: Setting devices to last state 100			
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'="">).</class>			
Info	Setting state of ViDevLight.brightness (ffw.livingroom.main_light) to 0			
Success	Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>			
Info	Setting state of ViDevLight brightness (ffw.livingroom.main_light) to 20			
Success	Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 20 and Type is $<$ class 'int' $>$).			
Info	Setting state of ViDevLight.brightness (ffw.livingroom.main_light) to 40			
Success	Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 40 and Type is <class 'int'="">).</class>			
Info	Setting state of ViDevLight.brightness (ffw.livingroom.main_light) to 60			
Success	Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 60 and Type is $<$ class 'int' $>$).			
Info	Setting state of ViDevLight.brightness (ffw.livingroom.main_light) to 80			
Success	Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 80 and Type is $<$ class 'int' $>$).			
Info	Setting state of ViDevLight brightness (ffw.livingroom.main_light) to 100			
Success	Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 100 and Type is <class 'int'="">).</class>			

$\textbf{3.1.48} \qquad \textbf{Light.brightness (ffw.livingroom.main} \quad \textbf{light)} \rightarrow \textbf{ViDevLight.brightness (ffw.livingroom.main} \quad \textbf{light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.48!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:04,462 Finished-Time: 2025-08-22 21:14:05,270

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 0

Success Value for ViDevLight.brightness (ffw.livingroom.main light) is correct (Content 0 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 20

Success Value for ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 20 and Type

is <class 'int'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 40

Success Value for ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 40 and Type

is <class 'int'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 60

Success Value for ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 60 and Type

is <class 'int'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 80

Success Value for ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 80 and Type

is <class 'int'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 100

Success Value for ViDevLight.brightness (ffw.livingroom.main light) is correct (Content 100 and Type

is <class 'int'>).

3.1.49 ViDevLight.color temp (ffw.livingroom.main light) → Light.color temp (ffw.livingroom.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.49!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:05,270 Finished-Time: 2025-08-22 21:14:06,078

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.color temp (ffw.livingroom.main light) to 0

Success Value for Light color temp (ffw.livingroom.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of ViDevLight.color temp (ffw.livingroom.main light) to 2

Success	Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.livingroom.main_light) to 4
Success	Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.livingroom.main_light) to 6
Success	Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.livingroom.main_light) to 8
Success	Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.livingroom.main_light) to 10
Success	Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 10 and Type is <class 'int'="">).</class>

$3.1.50 \quad \text{Light.color} \quad \text{temp (ffw.livingroom.main} \quad \text{light)} \rightarrow \text{ViDevLight.color} \quad \text{temp (ffw.livingroom.main} \quad \text{light)}$

/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Testresult

Testrun:

Caller: Start-Time:

This test was passed with the state: Success. See also full trace in section A.1.50!

python3.13.5

2025-08-22 21:14:06,078

Start-Time.	2025-00-22 21.14.00,070
Finished-Time:	2025-08-22 21:14:06,886
Time-Consumption	0.808s
Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content $(10, 10)$ and Type is $<$ class 'tuple' $>$).
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 0
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 2
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 4
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 6
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 8
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 10
Success	$\label{linear_variation} Value \ for \ ViDevLight.color_temp \ (ffw.livingroom.main_light) \ is \ correct \ (Content \ 10 \ and \ Type \ is \).$

$3.1.51 \quad \text{ViDevHeating.temp} \quad \text{setp (ffw.livingroom.heating} \quad \text{valve)} \rightarrow \text{HeatingValve.temp} \quad \text{setp (ffw.livingroom.heating} \quad \text{valve}) \rightarrow \text{HeatingValve.temp} \quad \text{valve} \quad \text{valve} \quad \text{valve}) \rightarrow \text{HeatingValve.temp} \quad \text{valve} \quad$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.51!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:06,887 Finished-Time: 2025-08-22 21:14:07,392

Time-Consumption 0.505s

Testsummary:

Info	Prepare: Setting devices to last state 30
Success	Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevHeating.temp_setp (ffw.livingroom.heating_valve) to 15
Success	Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 15 and
	Type is <class 'int'="">).</class>
Info	Setting state of ViDevHeating.temp_setp (ffw.livingroom.heating_valve) to 20
Success	Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 20 and
	Type is <class 'int'="">).</class>
Info	Setting state of ViDevHeating.temp_setp (ffw.livingroom.heating_valve) to 25
Success	Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 25 and
	Type is <class 'int'="">).</class>
Info	Setting state of ViDevHeating.temp_setp (ffw.livingroom.heating_valve) to 30
Success	Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 30 and
	Type is <class 'int'="">)</class>

3.1.52 ViDevLight.state (ffw.sleep.main light) \rightarrow Shelly.relay/0 (ffw.sleep.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.52!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

 Start-Time:
 2025-08-22 21:14:07,392

 Finished-Time:
 2025-08-22 21:14:07,695

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.state (ffw.sleep.main_light) to True
Success	Value for Shelly.relay/0 (ffw.sleep.main_light) is correct (Content True and Type is $<$ class
	'bool'>).
Info	Setting state of ViDevLight.state (ffw.sleep.main_light) to False
Success	Value for Shelly.relay/0 (ffw.sleep.main_light) is correct (Content False and Type is $<$ class
	'bool'>).

3.1.53 Shelly.relay/0 (ffw.sleep.main light) \rightarrow ViDevLight.state (ffw.sleep.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.53!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:07,695 Finished-Time: 2025-08-22 21:14:07,998

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly relay/0 (ffw.sleep.main light) to True

Success Value for ViDevLight.state (ffw.sleep.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (ffw.sleep.main light) to False

Success Value for ViDevLight.state (ffw.sleep.main_light) is correct (Content False and Type is <class

'bool'>).

$3.1.54 \quad \text{ViDevLight.brightness (ffw.sleep.main light)} \rightarrow \text{Light.brightness (ffw.sleep.main light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.54!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:07,999 Finished-Time: 2025-08-22 21:14:08,807

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.brightness (ffw.sleep.main_light) to 0

Success Value for Light.brightness (ffw.sleep.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffw.sleep.main light) to 20

Success Value for Light.brightness (ffw.sleep.main_light) is correct (Content 20 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffw.sleep.main light) to 40

Success Value for Light.brightness (ffw.sleep.main light) is correct (Content 40 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffw.sleep.main light) to 60

Success Value for Light.brightness (ffw.sleep.main_light) is correct (Content 60 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (ffw.sleep.main_light) to 80

Success

Value for Light.brightness (ffw.sleep.main_light) is correct (Content 80 and Type is <class 'int'>).

Info

Setting state of ViDevLight.brightness (ffw.sleep.main_light) to 100

Value for Light.brightness (ffw.sleep.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.55 Light.brightness (ffw.sleep.main light) ightarrow ViDevLight.brightness (ffw.sleep.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.55!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:08,807 Finished-Time: 2025-08-22 21:14:09,615

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (ffw.sleep.main light) to 0

Success Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of Light.brightness (ffw.sleep.main light) to 20

Success Value for ViDevLight.brightness (ffw.sleep.main_light) is correct (Content 20 and Type is <class

'int'>).

Info Setting state of Light.brightness (ffw.sleep.main_light) to 40

Success Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 40 and Type is <class

'int'>).

Info Setting state of Light.brightness (ffw.sleep.main light) to 60

Success Value for ViDevLight.brightness (ffw.sleep.main_light) is correct (Content 60 and Type is <class

'int'>).

Info Setting state of Light.brightness (ffw.sleep.main_light) to 80

Success Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 80 and Type is <class

'int'>)

Info Setting state of Light.brightness (ffw.sleep.main_light) to 100

Success Value for ViDevLight.brightness (ffw.sleep.main_light) is correct (Content 100 and Type is

<class 'int'>).

3.1.56 ViDevHeating.temp setp (ffw.sleep.heating valve) \rightarrow HeatingValve.temp setp (ffw.sleep.heating valve)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.56!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:09,615

Finished-Time: 2025-08-22 21:14:10,121

Time-Consumption 0.506s

Testsummary:	Testsummary:	
Info	Prepare: Setting devices to last state 30	
Success	Start state (master, slave) is correct (Content (30, 30) and Type is $<$ class 'tuple' $>$).	
Info	Setting state of ViDevHeating temp setp (ffw.sleep.heating valve) to 15	
Success	Value for HeatingValve.temp_setp (ffw.sleep.heating_valve) is correct (Content 15 and Type is <class 'int'="">).</class>	
Info	Setting state of ViDevHeating.temp_setp (ffw.sleep.heating_valve) to 20	
Success	Value for HeatingValve.temp_setp (ffw.sleep.heating_valve) is correct (Content 20 and Type is <class 'int'="">).</class>	
Info	Setting state of ViDevHeating temp setp (ffw.sleep.heating valve) to 25	
Success	Value for HeatingValve.temp_setp (ffw.sleep.heating_valve) is correct (Content 25 and Type is <class 'int'="">).</class>	
Info	Setting state of ViDevHeating temp setp (ffw.sleep.heating valve) to 30	
Success	Value for HeatingValve.temp_setp (ffw.sleep.heating_valve) is correct (Content 30 and Type is <class 'int'="">).</class>	

3.1.57 ViDevLight.state (ffw.julian.main light) \rightarrow Shelly.relay/0 (ffw.julian.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.57!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:10,121 Finished-Time: 2025-08-22 21:14:10,424

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.state (ffw.julian.main_light) to True

Success Value for Shelly.relay/0 (ffw.julian.main_light) is correct (Content True and Type is <class

bool'>).

Info Setting state of ViDevLight.state (ffw.julian.main_light) to False

 ${\color{red} \textbf{Success}} \qquad \qquad \textbf{Value for Shelly.relay/0 (ffw.julian.main_light) is correct (Content False and Type is < class)} \\$

'bool'>).

3.1.58 Shelly.relay/0 (ffw.julian.main light) \rightarrow ViDevLight.state (ffw.julian.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.58!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:10,424

Finished-Time: 2025-08-22 21:14:10,728

Time-Consumption 0.303s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Shelly.relay/0 (ffw.julian.main_light) to True
Success	Value for ViDevLight.state (ffw.julian.main_light) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Shelly.relay/0 (ffw.julian.main_light) to False
Success	Value for ViDevLight.state (ffw.julian.main_light) is correct (Content False and Type is <class 'bool'="">).</class>

$\textbf{3.1.59} \qquad \textbf{ViDevLight.brightness (ffw.julian.main light)} \rightarrow \textbf{Light.brightness (ffw.julian.main light)} \\$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.59!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:10,728 Finished-Time: 2025-08-22 21:14:11,536

Time-Consumption	0.808s
Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.brightness (ffw.julian.main_light) to 0
Success	Value for Light.brightness (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffw.julian.main_light) to 20
Success	Value for Light.brightness (ffw.julian.main_light) is correct (Content 20 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffw.julian.main_light) to 40
Success	Value for Light.brightness (ffw.julian.main_light) is correct (Content 40 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight brightness (ffw.julian.main_light) to 60
Success	Value for Light.brightness (ffw.julian.main_light) is correct (Content 60 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffw.julian.main_light) to 80
Success	Value for Light.brightness (ffw.julian.main_light) is correct (Content 80 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (ffw.julian.main_light) to 100
Success	Value for Light.brightness (ffw.julian.main_light) is correct (Content 100 and Type is <class 'int'="">).</class>

3.1.60 Light.brightness (ffw.julian.main light) o ViDevLight.brightness (ffw.julian.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.60!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:11,536 Finished-Time: 2025-08-22 21:14:12,344

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (ffw.julian.main light) to 0

Success Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of Light.brightness (ffw.julian.main light) to 20

Success Value for ViDevLight.brightness (ffw.julian.main_light) is correct (Content 20 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffw.julian.main light) to 40

Success Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 40 and Type is

<class 'int'>).

Info Setting state of Light.brightness (ffw.julian.main light) to 60

Success Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 60 and Type is

<class 'int'>)

Info Setting state of Light.brightness (ffw.julian.main light) to 80

Success Value for ViDevLight.brightness (ffw.julian.main_light) is correct (Content 80 and Type is

<class 'int'>).

Info Setting state of Light brightness (ffw.julian.main light) to 100

Success Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 100 and Type is

<class 'int'>).

$3.1.61 \quad \text{ViDevLight.color} \quad \text{temp (ffw.julian.main light)} \rightarrow \text{Light.color} \quad \text{temp (ffw.julian.main light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.61!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:12,344 Finished-Time: 2025-08-22 21:14:13,151

Time-Consumption 0.807s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info	Setting state of ViDevLight.color_temp (ffw.julian.main_light) to 0
Success	Value for Light.color_temp (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.julian.main_light) to 2
Success	Value for Light.color_temp (ffw.julian.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.julian.main_light) to 4
Success	Value for Light.color_temp (ffw.julian.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.julian.main_light) to 6
Success	Value for Light.color_temp (ffw.julian.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.julian.main_light) to 8
Success	Value for Light.color_temp (ffw.julian.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (ffw.julian.main_light) to 10
Success	Value for Light.color_temp (ffw.julian.main_light) is correct (Content 10 and Type is <class 'int'="">).</class>

$3.1.62 \qquad \textbf{Light.color_temp} \; (ffw.julian.main_light) \rightarrow \textbf{ViDevLight.color_temp} \; (ffw.julian.main_light)$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.62!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:13,152
Finished-Time:	2025-08-22 21:14:13,960
Time-Consumption	0.808s

Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'="">).</class>
Info	Setting state of Light.color_temp (ffw.julian.main_light) to 0
Success	Value for ViDevLight.color_temp (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.julian.main_light) to 2
Success	Value for ViDevLight.color_temp (ffw.julian.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.julian.main_light) to 4
Success	Value for ViDevLight.color_temp (ffw.julian.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.julian.main_light) to 6
Success	Value for ViDevLight.color_temp (ffw.julian.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (ffw.julian.main_light) to 8
Success	Value for ViDevLight.color_temp (ffw.julian.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>

Info Setting state of Light.color_temp (ffw.julian.main_light) to 10

Success Value for ViDevLight.color temp (ffw.julian.main light) is correct (Content 10 and Type is

<class 'int'>).

3.1.63 ViDevHeating.temp setp (ffw.julian.heating valve) → HeatingValve.temp setp (ffw.julian.heating valve)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.63!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:13,960 Finished-Time: 2025-08-22 21:14:14,465

Time-Consumption 0.505s

Testsummary:

Info Prepare: Setting devices to last state 30

Success Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).

Info Setting state of ViDevHeating.temp setp (ffw.julian.heating valve) to 15

Success Value for HeatingValve.temp setp (ffw.julian.heating valve) is correct (Content 15 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp_setp (ffw.julian.heating_valve) to 20

Success Value for HeatingValve.temp setp (ffw.julian.heating valve) is correct (Content 20 and Type

is <class 'int'>)

Info Setting state of ViDevHeating.temp setp (ffw.julian.heating valve) to 25

Success Value for HeatingValve.temp_setp (ffw.julian.heating_valve) is correct (Content 25 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp_setp (ffw.julian.heating_valve) to 30

Success Value for HeatingValve.temp setp (ffw.julian.heating valve) is correct (Content 30 and Type

is <class 'int'>).

3.1.64 ViDevLight.state (ffw.bath.main light) \rightarrow Shelly.relay/0 (ffw.bath.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.64!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

 Start-Time:
 2025-08-22 21:14:14,465

 Finished-Time:
 2025-08-22 21:14:14,768

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffw.bath.main_light) to True

Success Value for Shelly.relay/0 (ffw.bath.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (ffw.bath.main light) to False

Success Value for Shelly.relay/0 (ffw.bath.main light) is correct (Content False and Type is <class

'bool'>).

3.1.65 Shelly.relay/0 (ffw.bath.main light) -> ViDevLight.state (ffw.bath.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.65!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:14,769 Finished-Time: 2025-08-22 21:14:15,071

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (ffw.bath.main light) to True

Success Value for ViDevLight.state (ffw.bath.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (ffw.bath.main light) to False

Success Value for ViDevLight.state (ffw.bath.main light) is correct (Content False and Type is <class

'bool'>).

3.1.66 ViDevHeating.temp setp (ffw.bath.heating valve) → HeatingValve.temp setp (ffw.bath.heating valve)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.66!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:15,072 Finished-Time: 2025-08-22 21:14:15,577

Time-Consumption 0.505s

Testsummary:

Info Prepare: Setting devices to last state 30

Success Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).

Info Setting state of ViDevHeating.temp_setp (ffw.bath.heating_valve) to 15

Success Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 15 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp setp (ffw.bath.heating valve) to 20

Success Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 20 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp_setp (ffw.bath.heating_valve) to 25

Success Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 25 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp_setp (ffw.bath.heating_valve) to 30

Success Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 30 and Type

is <class 'int'>).

3.1.67 ViDevLight.state (ffw.floor.main light) \rightarrow Shelly.relay/0 (ffw.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.67!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:15,577 Finished-Time: 2025-08-22 21:14:15,880

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffw.floor.main_light) to True

Success Value for Shelly.relay/0 (ffw.floor.main light) is correct (Content True and Type is <class

'bool'>)

Info Setting state of ViDevLight.state (ffw.floor.main_light) to False

Success Value for Shelly.relay/0 (ffw.floor.main light) is correct (Content False and Type is <class

'bool'>).

3.1.68 Shelly.relay/0 (ffw.floor.main light) → ViDevLight.state (ffw.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.68!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:15,880 Finished-Time: 2025-08-22 21:14:16,184

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (ffw.floor.main_light) to True

Success Value for ViDevLight.state (ffw.floor.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (ffw.floor.main light) to False

Success Value for ViDevLight.state (ffw.floor.main light) is correct (Content False and Type is <class

'bool'>).

3.1.69 ViDevLight.state (gfw.dirk.main light) → Shelly.relay/0 (gfw.dirk.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.69!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:16,184 Finished-Time: 2025-08-22 21:14:16,486

Time-Consumption 0.302s

Testsummary:

InfoPrepare: Setting devices to last state FalseSuccessStart state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).InfoSetting state of ViDevLight.state (gfw.dirk.main_light) to True

Success Value for Shelly.relay/0 (gfw.dirk.main_light) is correct (Content True and Type is <class

'bool'>)

Info Setting state of ViDevLight.state (gfw.dirk.main_light) to False

Success Value for Shelly.relay/0 (gfw.dirk.main_light) is correct (Content False and Type is <class

'bool'>).

3.1.70 Shelly.relay/0 (gfw.dirk.main light) \rightarrow ViDevLight.state (gfw.dirk.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.70!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:16,486 Finished-Time: 2025-08-22 21:14:16,790

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (gfw.dirk.main light) to True

Success Value for ViDevLight.state (gfw.dirk.main_light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (gfw.dirk.main light) to False

Success Value for ViDevLight.state (gfw.dirk.main light) is correct (Content False and Type is <class

'bool'>).

3.1.71 ViDevLight.state (gfw.dirk.desk light) → Light.state (gfw.dirk.desk light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.71!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:16,790 Finished-Time: 2025-08-22 21:14:17,093

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (gfw.dirk.desk_light) to True

Success Value for Light.state (gfw.dirk.desk light) is correct (Content True and Type is <class 'bool'>).

Info Setting state of ViDevLight.state (gfw.dirk.desk light) to False

Success Value for Light.state (gfw.dirk.desk light) is correct (Content False and Type is <class

'bool'>).

3.1.72 Light.state (gfw.dirk.desk light) \rightarrow ViDevLight.state (gfw.dirk.desk light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.72!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:17,093 Finished-Time: 2025-08-22 21:14:17,396

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Light.state (gfw.dirk.desk light) to True

Success Value for ViDevLight.state (gfw.dirk.desk light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Light.state (gfw.dirk.desk light) to False

Success Value for ViDevLight.state (gfw.dirk.desk light) is correct (Content False and Type is <class

'bool'>).

3.1.73 ViDevLight.state (gfw.dirk.pc dock) \rightarrow Powerplug1P.state (gfw.dirk.dock)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.73!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:17,397 Finished-Time: 2025-08-22 21:14:17,700

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.state (gfw.dirk.pc_dock) to True
Success	Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of ViDevLight.state (gfw.dirk.pc dock) to False
Success	Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content False and Type is <class 'bool'="">).</class>

3.1.74 Powerplug1P.state (gfw.dirk.dock) → ViDevLight.state (gfw.dirk.pc dock)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.74!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:17,700 Finished-Time: 2025-08-22 21:14:18,003

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Powerplug1P.state (gfw.dirk.dock) to True
Success	Value for ViDevLight.state (gfw.dirk.pc_dock) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Powerplug1P.state (gfw.dirk.dock) to False
Success	Value for ViDevLight.state (gfw.dirk.pc_dock) is correct (Content False and Type is <class 'bool'="">).</class>

3.1.75 ViDevLight.state (gfw.dirk.amplifier) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.75!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:18,003 Finished-Time: 2025-08-22 21:14:18,306

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (gfw.dirk.amplifier) to True

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of ViDevLight.state (gfw.dirk.amplifier) to False

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is

<class 'bool'>).

3.1.76 Powerplug4P.amplifier (gfw.dirk.powerplug) ViDevLight.state (gfw.dirk.amplifier)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.76!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:18,306 Finished-Time: 2025-08-22 21:14:18,609

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Powerplug4P.amplifier (gfw.dirk.powerplug) to True

Success Value for ViDevLight.state (gfw.dirk.amplifier) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Powerplug4P.amplifier (gfw.dirk.powerplug) to False

Success Value for ViDevLight.state (gfw.dirk.amplifier) is correct (Content False and Type is <class

'bool'>).

3.1.77 ViDevLight.state (gfw.dirk.phono) → Powerplug4P.phono (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.77!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:18,609 Finished-Time: 2025-08-22 21:14:18,912

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (gfw.dirk.phono) to True

Success Value for Powerplug4P.phono (gfw.dirk.powerplug) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (gfw.dirk.phono) to False

Success Value for Powerplug4P.phono (gfw.dirk.powerplug) is correct (Content False and Type is <class

'bool'>).

3.1.78 Powerplug4P.phono (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.phono)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.78!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

 Start-Time:
 2025-08-22 21:14:18,913

 Finished-Time:
 2025-08-22 21:14:19,215

Time-Consumption 0.303s

Testsummary:

InfoPrepare: Setting devices to last state FalseSuccessStart state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to True

Success Value for ViDevLight.state (gfw.dirk.phono) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to False

Success Value for ViDevLight.state (gfw.dirk.phono) is correct (Content False and Type is <class

'bool'>).

3.1.79 ViDevLight.state (gfw.dirk.cd player) → Powerplug4P.cd-player (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.79!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:19,216 Finished-Time: 2025-08-22 21:14:19,519

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (gfw.dirk.cd player) to True

Success Value for Powerplug4P.cd-player (gfw.dirk.powerplug) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of ViDevLight.state (gfw.dirk.cd player) to False

Success Value for Powerplug4P.cd-player (gfw.dirk.powerplug) is correct (Content False and Type is

<class 'bool'>).

3.1.80 Powerplug4P.cd-player (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.cd player)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.80!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

 Start-Time:
 2025-08-22 21:14:19,519

 Finished-Time:
 2025-08-22 21:14:19,822

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to True

Success Value for ViDevLight.state (gfw.dirk.cd player) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to False

Success Value for ViDevLight.state (gfw.dirk.cd player) is correct (Content False and Type is <class

'bool'>).

3.1.81 ViDevLight.state (gfw.dirk.bt) → Powerplug4P.bluetooth (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.81!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:19,822 Finished-Time: 2025-08-22 21:14:20,125

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight state (gfw.dirk.bt) to True

Success Value for Powerplug4P.bluetooth (gfw.dirk.powerplug) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of ViDevLight.state (gfw.dirk.bt) to False

Success Value for Powerplug4P.bluetooth (gfw.dirk.powerplug) is correct (Content False and Type is

<class 'bool'>).

3.1.82 Powerplug4P.bluetooth (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.bt)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.82!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:20,125 Finished-Time: 2025-08-22 21:14:20,428

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to True
Success	Value for ViDevLight.state (gfw.dirk.bt) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to False
Success	Value for ViDevLight.state (gfw.dirk.bt) is correct (Content False and Type is <class 'bool'="">).</class>

3.1.83 Powerplug4P.phono (gfw.dirk.powerplug) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.83!

	l estrun:	python3.13.5							
(Caller:	/home/dirk/w	ork/smarthome_	_collection/smart_	_brain_test	/report/	init	py (329)	

Start-Time: 2025-08-22 21:14:20,428
Finished-Time: 2025-08-22 21:14:20,731

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to True
Success	Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to False
Success	Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'="">).</class>

3.1.84 Powerplug4P.cd-player (gfw.dirk.powerplug) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.84!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:20,731

Finished-Time: 2025-08-22 21:14:20,731 2025-08-22 21:14:21,034

Time-Consumption 0.303s

Testsummary:

Into	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is $<$ class 'tuple' $>$).
Info	Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to True

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to False

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'>).

3.1.85 Powerplug4P.bluetooth (gfw.dirk.powerplug) \rightarrow Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.85!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:21,034 Finished-Time: 2025-08-22 21:14:21,337

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to True

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to False

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is

<class 'bool'>).

3.1.86 ViDevLight.brightness (gfw.dirk.main light) Light.brightness (gfw.dirk.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.86!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:21,337 Finished-Time: 2025-08-22 21:14:22,145

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.brightness (gfw.dirk.main_light) to 0

Success Value for Light.brightness (gfw.dirk.main light) is correct (Content 0 and Type is <class

'int'>)

Info Setting state of ViDevLight.brightness (gfw.dirk.main light) to 20

Success Value for Light.brightness (gfw.dirk.main light) is correct (Content 20 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (gfw.dirk.main_light) to 40

Success Value for Light.brightness (gfw.dirk.main light) is correct (Content 40 and Type is <class

'int'>).

Info	Setting state of ViDevLight.brightness (gfw.dirk.main_light) to 60
Success	Value for Light.brightness (gfw.dirk.main_light) is correct (Content 60 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (gfw.dirk.main_light) to 80
Success	Value for Light.brightness (gfw.dirk.main_light) is correct (Content 80 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (gfw.dirk.main_light) to 100
Success	Value for Light.brightness (gfw.dirk.main_light) is correct (Content 100 and Type is <class< td=""></class<>
	'int'>).

$3.1.87 \qquad \textbf{Light.brightness (gfw.dirk.main} \quad \textbf{light)} \rightarrow \textbf{ViDevLight.brightness (gfw.dirk.main} \quad \textbf{light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.87!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:22,145 Finished-Time: 2025-08-22 21:14:22,954

Time-Consumption 0.809s

Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is $<$ class 'tuple' $>$).
Info	Setting state of Light.brightness (gfw.dirk.main_light) to 0
Success	Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 0 and Type is $<$ class 'int' $>$).
Info	Setting state of Light.brightness (gfw.dirk.main_light) to 20
Success	Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 20 and Type is $<$ class 'int' $>$).
Info	Setting state of Light.brightness (gfw.dirk.main_light) to 40
Success	Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 40 and Type is <class 'int'="">).</class>
Info	Setting state of Light.brightness (gfw.dirk.main_light) to 60
Success	Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 60 and Type is $<$ class 'int' $>$).
Info	Setting state of Light.brightness (gfw.dirk.main_light) to 80
Success	Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 80 and Type is $<$ class 'int' $>$).
Info	Setting state of Light.brightness (gfw.dirk.main_light) to 100
Success	Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 100 and Type is <class 'int'="">).</class>

$3.1.88 \quad \text{ViDevLight.color} \quad \text{temp (gfw.dirk.main light)} \rightarrow \text{Light.color} \quad \text{temp (gfw.dirk.main light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.88!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:22,954 Finished-Time: 2025-08-22 21:14:23,762

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.color temp (gfw.dirk.main light) to 0

Success Value for Light.color temp (gfw.dirk.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of ViDevLight.color temp (gfw.dirk.main light) to 2

Success Value for Light.color temp (gfw.dirk.main light) is correct (Content 2 and Type is <class

'int'>).

Info Setting state of ViDevLight.color temp (gfw.dirk.main light) to 4

Success Value for Light.color temp (gfw.dirk.main light) is correct (Content 4 and Type is <class

'int'>)

Info Setting state of ViDevLight.color temp (gfw.dirk.main light) to 6

Success Value for Light.color temp (gfw.dirk.main light) is correct (Content 6 and Type is <class

'int'>).

Info Setting state of ViDevLight.color temp (gfw.dirk.main light) to 8

Success Value for Light.color temp (gfw.dirk.main light) is correct (Content 8 and Type is <class

'int'>)

Info Setting state of ViDevLight.color temp (gfw.dirk.main light) to 10

Success Value for Light.color temp (gfw.dirk.main light) is correct (Content 10 and Type is <class

'int'>).

3.1.89 Light.color temp (gfw.dirk.main light) -> ViDevLight.color temp (gfw.dirk.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.89!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:23,762 Finished-Time: 2025-08-22 21:14:24,570

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info Setting state of Light.color temp (gfw.dirk.main light) to 0

Success Value for ViDevLight.color temp (gfw.dirk.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of Light.color temp (gfw.dirk.main light) to 2

Success	Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.main_light) to 4
Success	Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.main_light) to 6
Success	Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.main_light) to 8
Success	Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.main_light) to 10
Success	Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 10 and Type is <class 'int'="">).</class>

$3.1.90 \qquad \text{ViDevLight.brightness (gfw.dirk.desk_light)} \rightarrow \text{Light.brightness (gfw.dirk.desk_light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.90!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:24,570
Finished-Time:	2025-08-22 21:14:25,378
Time-Consumption	0.808s

Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.brightness (gfw.dirk.desk_light) to 0
Success	Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (gfw.dirk.desk_light) to 20
Success	Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 20 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight brightness (gfw.dirk.desk_light) to 40
Success	Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 40 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight brightness (gfw.dirk.desk_light) to 60
Success	Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 60 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (gfw.dirk.desk_light) to 80
Success	Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 80 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.brightness (gfw.dirk.desk_light) to 100
Success	Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 100 and Type is <class 'int'="">).</class>

3.1.91 Light.brightness (gfw.dirk.desk light) → ViDevLight.brightness (gfw.dirk.desk light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.91!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:25,379 Finished-Time: 2025-08-22 21:14:26,187

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (gfw.dirk.desk light) to 0

Success Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of Light.brightness (gfw.dirk.desk_light) to 20

Success Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 20 and Type is <class

'int'>).

Info Setting state of Light.brightness (gfw.dirk.desk light) to 40

Success Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 40 and Type is <class

'int'>)

Info Setting state of Light.brightness (gfw.dirk.desk light) to 60

Success Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 60 and Type is <class

'int'>)

Info Setting state of Light.brightness (gfw.dirk.desk light) to 80

Success Value for ViDevLight.brightness (gfw.dirk.desk_light) is correct (Content 80 and Type is <class

'int'>)

Info Setting state of Light.brightness (gfw.dirk.desk light) to 100

Success Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 100 and Type is

<class 'int'>).

3.1.92 ViDevLight.color temp (gfw.dirk.desk light) → Light.color temp (gfw.dirk.desk light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.92!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:26,187 Finished-Time: 2025-08-22 21:14:26,995

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Success Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Info	Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 0
Success	Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 2
Success	Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 4
Success	Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 6
Success	Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 8
Success	Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 10
Success	Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 10 and Type is <class 'int'="">).</class>

$3.1.93 \qquad \textbf{Light.color_temp} \ (\textbf{gfw.dirk.desk_light}) \rightarrow \textbf{ViDevLight.color_temp} \ (\textbf{gfw.dirk.desk_light})$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.93!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:26,995
Finished-Time:	2025-08-22 21:14:27,803
Time-Consumption	0.808s
—	

Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is $<$ class 'tuple' $>$).
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 0
Success	Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 2
Success	Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 4
Success	Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 6
Success	Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 8
Success	$\label{light} Value for ViDevLight.color_temp \ (gfw.dirk.desk_light) is correct \ (Content \ 8 \ and \ Type \ is < class \ 'int'>).$

Info Setting state of Light.color_temp (gfw.dirk.desk_light) to 10

Success Value for ViDevLight.color temp (gfw.dirk.desk light) is correct (Content 10 and Type is

<class 'int'>).

3.1.94 ViDevHeating.temp setp (gfw.dirk.heating valve) → HeatingValve.temp setp (gfw.dirk.heating valve)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.94!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:27,803 Finished-Time: 2025-08-22 21:14:28,308

Time-Consumption 0.505s

Testsummary:

Info Prepare: Setting devices to last state 30

Success Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).

Info Setting state of ViDevHeating.temp setp (gfw.dirk.heating valve) to 15

Success Value for HeatingValve.temp setp (gfw.dirk.heating valve) is correct (Content 15 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp_setp (gfw.dirk.heating_valve) to 20

Success Value for HeatingValve.temp setp (gfw.dirk.heating valve) is correct (Content 20 and Type

is <class 'int'>)

Info Setting state of ViDevHeating.temp setp (gfw.dirk.heating valve) to 25

Success Value for HeatingValve.temp_setp (gfw.dirk.heating_valve) is correct (Content 25 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp_setp (gfw.dirk.heating_valve) to 30

Success Value for HeatingValve.temp setp (gfw.dirk.heating valve) is correct (Content 30 and Type

is <class 'int'>).

3.1.95 ViDevLight.state (gfw.marion.main light) \rightarrow Shelly.relay/0 (gfw.marion.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.95!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

 Start-Time:
 2025-08-22 21:14:28,308

 Finished-Time:
 2025-08-22 21:14:28,611

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (gfw.marion.main_light) to True

Success Value for Shelly.relay/0 (gfw.marion.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (gfw.marion.main_light) to False

Success Value for Shelly.relay/0 (gfw.marion.main_light) is correct (Content False and Type is <class

'bool'>).

3.1.96 Shelly.relay/0 (gfw.marion.main light) \rightarrow ViDevLight.state (gfw.marion.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.96!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:28,611 Finished-Time: 2025-08-22 21:14:28,914

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (gfw.marion.main light) to True

Success Value for ViDevLight.state (gfw.marion.main light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (gfw.marion.main light) to False

Success Value for ViDevLight.state (gfw.marion.main light) is correct (Content False and Type is <class

'bool'>).

3.1.97 ViDevLight.state (gfw.marion.window light) → Light.state (gfw.marion.window light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.97!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:28,914 Finished-Time: 2025-08-22 21:14:29,217

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (gfw.marion.window_light) to True

Success Value for Light.state (gfw.marion.window light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (gfw.marion.window light) to False

Success Value for Light.state (gfw.marion.window light) is correct (Content False and Type is <class

'bool'>).

3.1.98 Light.state (gfw.marion.window light) \rightarrow ViDevLight.state (gfw.marion.window light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.98!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

 Start-Time:
 2025-08-22 21:14:29,217

 Finished-Time:
 2025-08-22 21:14:29,520

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Light.state (gfw.marion.window_light) to True
Success	Value for ViDevLight.state (gfw.marion.window_light) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Light.state (gfw.marion.window_light) to False
Success	Value for ViDevLight.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'="">).</class>

3.1.99 Shelly.relay/0 (gfw.marion.main light) \rightarrow Light.state (gfw.marion.window light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.99!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:29,520 Finished-Time: 2025-08-22 21:14:29,823

Time-Consumption 0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'="">).</class>
Info	Setting state of Shelly.relay/0 (gfw.marion.main_light) to True
Success	Value for Light.state (gfw.marion.window_light) is correct (Content True and Type is <class 'bool'="">).</class>
Info	Setting state of Shelly.relay/0 (gfw.marion.main_light) to False
Success	Value for Light.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'="">).</class>

3.1.100 ViDevHeating.temp setp (gfw.marion.heating valve) ightarrow HeatingValve.temp setp (gfw.marion.heating valve)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.100!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:29,823 Finished-Time: 2025-08-22 21:14:30,329

Time-Consumption 0.505s

Testsummary:

Info Prepare: Setting devices to last state 30

Success Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).

Info Setting state of ViDevHeating temp setp (gfw.marion.heating valve) to 15

Success Value for HeatingValve.temp_setp (gfw.marion.heating_valve) is correct (Content 15 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp setp (gfw.marion.heating valve) to 20

Success Value for Heating Valve.temp setp (gfw.marion.heating valve) is correct (Content 20 and Type

is <class 'int'>).

Info Setting state of ViDevHeating.temp setp (gfw.marion.heating valve) to 25

Success Value for Heating Valve.temp setp (gfw.marion.heating valve) is correct (Content 25 and Type

is <class 'int'>)

Info Setting state of ViDevHeating.temp_setp (gfw.marion.heating_valve) to 30

Success Value for Heating Valve.temp setp (gfw.marion.heating valve) is correct (Content 30 and Type

is <class 'int'>).

3.1.101 ViDevLight.state (gfw.floor.main light) \rightarrow Shelly.relay/0 (gfw.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.101!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:30,329 Finished-Time: 2025-08-22 21:14:30,632

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight state (gfw.floor.main light) to True

Success Value for Shelly.relay/0 (gfw.floor.main_light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of ViDevLight.state (gfw.floor.main_light) to False

Success Value for Shelly.relay/0 (gfw.floor.main light) is correct (Content False and Type is <class

'bool'>).

3.1.102 Shelly.relay/0 (gfw.floor.main light) → ViDevLight.state (gfw.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.102!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:30,632 Finished-Time: 2025-08-22 21:14:30,935

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (gfw.floor.main light) to True

Success Value for ViDevLight.state (gfw.floor.main_light) is correct (Content True and Type is <class

'bool'>).

Info Setting state of Shelly.relay/0 (gfw.floor.main light) to False

Success Value for ViDevLight.state (gfw.floor.main light) is correct (Content False and Type is <class

'bool'>).

3.1.103 ViDevLight.brightness (gfw.floor.main light) → Light.brightness (gfw.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.103!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:30,935 Finished-Time: 2025-08-22 21:14:31,744

Time-Consumption 0.808s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.brightness (gfw.floor.main light) to 0

Success Value for Light.brightness (gfw.floor.main light) is correct (Content 0 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (gfw.floor.main_light) to 20

Success Value for Light.brightness (gfw.floor.main_light) is correct (Content 20 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (gfw.floor.main light) to 40

Success Value for Light.brightness (gfw.floor.main_light) is correct (Content 40 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (gfw.floor.main_light) to 60

Success Value for Light.brightness (gfw.floor.main light) is correct (Content 60 and Type is <class

'int'>).

Info Setting state of ViDevLight.brightness (gfw.floor.main light) to 80

Success Value for Light.brightness (gfw.floor.main light) is correct (Content 80 and Type is <class

'int'>)

Info Setting state of ViDevLight.brightness (gfw.floor.main_light) to 100

Success Value for Light.brightness (gfw.floor.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.104 Light.brightness (gfw.floor.main light) ViDevLight.brightness (gfw.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.104!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:31,744 Finished-Time: 2025-08-22 21:14:32,554

Time-Consumption 0.809s

Testsummary:

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Info Setting state of Light.brightness (gfw.floor.main light) to 0

Success Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 0 and Type is <class

'int'>)

Info Setting state of Light.brightness (gfw.floor.main light) to 20

Success Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 20 and Type is

<class 'int'>).

Info Setting state of Light.brightness (gfw.floor.main light) to 40

Success Value for ViDevLight.brightness (gfw.floor.main_light) is correct (Content 40 and Type is

<class 'int'>).

Info Setting state of Light.brightness (gfw.floor.main_light) to 60

Success Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 60 and Type is

<class 'int'>).

Info Setting state of Light.brightness (gfw.floor.main light) to 80

Success Value for ViDevLight.brightness (gfw.floor.main_light) is correct (Content 80 and Type is

<class 'int'>).

Info Setting state of Light.brightness (gfw.floor.main_light) to 100

Success Value for ViDevLight.brightness (gfw.floor.main_light) is correct (Content 100 and Type is

<class 'int'>).

3.1.105 ViDevLight.color temp (gfw.floor.main light) → Light.color temp (gfw.floor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.105!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:32,554 Finished-Time: 2025-08-22 21:14:33,362

Time-Consumption 0.808s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 0
Success	Value for Light.color_temp (gfw.floor.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 2
Success	Value for Light.color_temp (gfw.floor.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 4
Success	Value for Light.color_temp (gfw.floor.main_light) is correct (Content 4 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 6
Success	Value for Light.color_temp (gfw.floor.main_light) is correct (Content 6 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 8
Success	Value for Light.color_temp (gfw.floor.main_light) is correct (Content 8 and Type is <class 'int'="">).</class>
Info	Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 10
Success	Value for Light.color_temp (gfw.floor.main_light) is correct (Content 10 and Type is <class 'int'="">).</class>

$3.1.106 \qquad \textbf{Light.color_temp (gfw.floor.main_light)} \rightarrow \textbf{ViDevLight.color_temp (gfw.floor.main_light)}$

Testresult

This test was passed with the state: Success. See also full trace in section A.1.106!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/initpy (329)
Start-Time:	2025-08-22 21:14:33,362
Finished-Time:	2025-08-22 21:14:34,171
Time-Consumption	0.809s

Testsummary	/ :
-------------	------------

Prepare: Switching on device
Prepare: Setting devices to last state 10
Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'="">).</class>
Setting state of Light.color_temp (gfw.floor.main_light) to 0
Value for ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 0 and Type is <class 'int'="">).</class>
Setting state of Light.color_temp (gfw.floor.main_light) to 2
Value for ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 2 and Type is <class 'int'="">).</class>
Setting state of Light.color_temp (gfw.floor.main_light) to 4
Value for ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 4 and Type is
<class 'int'="">).</class>
Setting state of Light.color_temp (gfw.floor.main_light) to 6

3.1.107 ViDevLight.state (stw.stairway.main light) \rightarrow Shelly.relay/0 (stw.firstfloor.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.107!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome collection/smart brain test/report/ init .py (329)

Start-Time: 2025-08-22 21:14:34,171 Finished-Time: 2025-08-22 21:14:34,474

Time-Consumption 0.303s

Testsummary:

Info
Prepare: Setting devices to last state False
Success
Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info
Setting state of ViDevLight.state (stw.stairway.main_light) to True
Value for Shelly.relay/0 (stw.firstfloor.main_light) is correct (Content True and Type is <class 'bool'>).
Info
Setting state of ViDevLight.state (stw.stairway.main_light) to False
Value for Shelly.relay/0 (stw.firstfloor.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.108 Shelly.relay/0 (stw.firstfloor.main light) → ViDevLight.state (stw.stairway.main light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.108!

Testrun: python3.13.5

Caller: /home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)

Start-Time: 2025-08-22 21:14:34,475 Finished-Time: 2025-08-22 21:14:34,778

Time-Consumption 0.303s

Testsummary:

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of Shelly.relay/0 (stw.firstfloor.main_light) to True

Success Value for ViDevLight.state (stw.stairway.main_light) is correct (Content True and Type is

<class 'bool'>).

Info Setting state of Shelly.relay/0 (stw.firstfloor.main light) to False

Success

A Trace for testrun with python3.13.5

A.1 Tests with status Info (108)

A.1.1 Clean-Up

→ payload b'20'

Testresult

This test was passed with the state: Info.

Info Collecting precondition logs...

```
Sending message with topic videv/all/oof and payload True
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'off'
Received message with topic shellies/stw/firstfloor/main_light/relay/1 and payload b'off'
Received message with topic zigbee_gfw/gar/garden/garland and payload b'{"state": "off"}'
Received message with topic zigbee_gfw/gar/garden/repeater and payload b'{"state": "off"}'
Received message with topic videv/gfw/dirk/pc_dock/state and payload b'false'
Received message with topic zigbee_gfw/gfw/dirk/heating_valve/set and payload
→ b'{"current_heating_setpoint": 20}'
Received message with topic videv/gfw/dirk/heating_valve/valve_temperature_setpoint and
→ payload b'20'
Received message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint and payload
\hookrightarrow b'20'
Received message with topic videv/ffw/floor/main_light/state and payload b'false'
Received message with topic __info__ and payload b'null'
Received message with topic videv/ffw/julian/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
→ payload b'20'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffw/bath/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/bath/heating_valve/set and payload

    b'{"current_heating_setpoint": 20}'

Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and
→ payload b'20'
Received message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint and payload
Received message with topic videv/ffw/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and
```

```
Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
→ payload b'20'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
Received message with topic videv/ffw/sleep/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffe/floor/main_light/state and payload b'false'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload

    b'{"current_heating_setpoint": 20}'

Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and
\hookrightarrow payload b'20'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
→ "off"}'
Received message with topic videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'
Received message with topic videv/ffe/diningroom/garland/state and payload b'false'
Received message with topic videv/ffe/sleep/main_light/state and payload b'false'
Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'false'
Received message with topic zigbee_ffe/ffe/sleep/heating_valve/set and payload

    b'{"current_heating_setpoint": 20}'

Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"state": "off"}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

    b'{"state": "off"}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

→ b'{"state": "off"}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
\rightarrow b'{"state": "off"}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
\rightarrow b'{"state": "off"}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"state": "off"}'

Received message with topic videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'false'
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffe/livingroom/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint and
   payload b'20'
Received message with topic videv/stw/stairway/main_light/state and payload b'false'
Received message with topic __info__ and payload b'{"app_name": "smart_brain", "version":
→ {"readable": "1.3.1", "major": 1, "minor": 3, "patch": 1}, "git": {"url":
   "https://git.mount-mockery.de/smarthome/smart_brain.git", "ref":
   "a43db965eba687af05904d06a0d5b055c6720dbd"}}'
       ViDevLight.state (ffe.livingroom.main light) → Shelly.relay/0 (ffe.livingroom.main light)
Testresult
```

This test was passed with the state: Success.

Success

```
Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/livingroom/main_light/state/set and payload false
```

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Info Setting state of ViDevLight.state (ffe.livingroom.main light) to True

```
Sending message with topic videv/ffe/livingroom/main_light/state/set and payload true

Received message with topic shellies/ffe/livingroom/main_light/relay/0/command and payload

b'on'
```

Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'on'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on", -> "brightness": 127.0, "color_temp": 352.0}

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

    b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
\rightarrow b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
→ b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'true'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'50'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'5'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
          Value for Shelly relay/0 (ffe livingroom main light) is correct (Content True and Type is <class 'bool'>).
 Success
```

Info Setting state of ViDevLight state (ffe.livingroom.main light) to False

→ 'bool'>)

Sending message with topic videv/ffe/livingroom/main_light/state/set and payload false

Result (Value for Shelly.relay/O (ffe.livingroom.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.livingroom.main_light)): result = True (<class

```
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'50'
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'5'
Received message with topic shellies/ffe/livingroom/main_light/relay/0/command and payload
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

→ b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state":
_{\rightarrow} "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
\rightarrow b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
\rightarrow b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
_{\hookrightarrow} "off", "brightness": 127.0, "color_temp": 352.0}'
```

```
Success Value for Shelly.relay/0 (ffe.livingroom.main light) is correct (Content False and Type is <class 'bool'>).
```

```
Result (Value for Shelly.relay/0 (ffe.livingroom.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.livingroom.main_light)): result = False (<class 'bool'>)
```

A.1.3 Shelly.relay/0 (ffe.livingroom.main light) \rightarrow ViDevLight.state (ffe.livingroom.main light)

Testresult

This test was passed with the state: Success.

```
Info Prepare: Setting devices to last state False
```

Sending message with topic videv/ffe/livingroom/main_light/state/set and payload false Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

Info Setting state of Shelly.relay/0 (ffe.livingroom.main light) to True

```
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload on

Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",

"brightness": 127.0, "color_temp": 352.0}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
```

→ "brightness": 127.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

→ b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on", brightness": 127.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload b'{"state": "on"}'

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
          Value for ViDevLight.state (ffe.livingroom.main light) is correct (Content True and Type is <class
 Success
          'bool'>)
Result (Value for ViDevLight.state (ffe.livingroom.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.livingroom.main_light)): result = True (<class
→ 'bool'>)
       Setting state of Shelly relay / 0 (ffe.livingroom main light) to False
 Info
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
   b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
\rightarrow b'{"state": "off"}'
```

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state":

 \hookrightarrow "off", "brightness": 127.0, "color_temp": 352.0}

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
⇔ b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
\rightarrow b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
→ b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
\rightarrow "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
\rightarrow "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":

    "off", "brightness": 127.0, "color_temp": 352.0}

Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'
 Success
          Value for ViDevLight.state (ffe.livingroom.main light) is correct (Content False and Type is <class
           'bool'>).
Result (Value for ViDevLight.state (ffe.livingroom.main_light)): False (<class 'bool'>)
```

A.1.4 ViDevLight.state (ffe.livingroom.floorlamp) → Light.state (ffe.livingroom.floor light)

Expectation (Value for ViDevLight.state (ffe.livingroom.main_light)): result = False (<class

Testresult

→ 'bool'>)

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/livingroom/floorlamp/state/set and payload false

```
Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.state (ffe.livingroom.floorlamp) to True
Sending message with topic videv/ffe/livingroom/floorlamp/state/set and payload true
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
          Value for Light.state (ffe.livingroom.floor light) is correct (Content True and Type is <class 'bool'>).
 Success
Result (Value for Light.state (ffe.livingroom.floor_light)): True (<class 'bool'>)
Expectation (Value for Light.state (ffe.livingroom.floor_light)):    result = True (<class
→ 'bool'>)
 Info
       Setting state of ViDevLight.state (ffe.livingroom.floorlamp) to False
Sending message with topic videv/ffe/livingroom/floorlamp/state/set and payload false
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
\rightarrow b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
\rightarrow b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
   b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
   b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
\hookrightarrow "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'
           Value for Light.state (ffe.livingroom.floor light) is correct (Content False and Type is <class 'bool'>)
 Success
Result (Value for Light.state (ffe.livingroom.floor_light)): False (<class 'bool'>)
Expectation (Value for Light.state (ffe.livingroom.floor_light)): result = False (<class
→ 'bool'>)
       Light.state (ffe.livingroom.floor light) → ViDevLight.state (ffe.livingroom.floorlamp)
A.1.5
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state False
Sending message with topic videv/ffe/livingroom/floorlamp/state/set and payload false
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of Light state (ffe livingroom floor light) to True
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",

    "brightness": 127.0, "color_temp": 352.0}

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
   "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",

    "brightness": 127.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
 Success
          Value for ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content True and Type is <class
           'bool'>).
Result (Value for ViDevLight.state (ffe.livingroom.floorlamp)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.livingroom.floorlamp)): result = True (<class
   'bool'>)
 Info
       Setting state of Light state (ffe livingroom floor light) to False
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
\rightarrow "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
\hookrightarrow "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'
          Value for ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content False and Type is <class
 Success
           'bool'>).
Result (Value for ViDevLight.state (ffe.livingroom.floorlamp)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.livingroom.floorlamp)): result = False (<class
→ 'bool'>)
```

A.1.6 Shelly.relay/0 (ffe.livingroom.main light) \rightarrow Light.state (ffe.livingroom.floor light)

Testresult

Info

This test was passed with the state: Success.

Prepare: Setting devices to last state False

```
Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of Shelly.relay/0 (ffe.livingroom.main light) to True
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload on
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
\rightarrow b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
\rightarrow b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic videv/ffe/livingroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
   "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
          Value for Light.state (ffe.livingroom.floor light) is correct (Content True and Type is <class 'bool'>).
 Success
Result (Value for Light.state (ffe.livingroom.floor_light)): True (<class 'bool'>)
Expectation (Value for Light.state (ffe.livingroom.floor_light)):    result = True (<class
   'bool'>)
 Info
       Setting state of Shelly relay / 0 (ffe.living room main light) to False
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
\hookrightarrow b'{"state": "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"state": "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'
 Success
           Value for Light.state (ffe.livingroom.floor light) is correct (Content False and Type is <class 'bool'>).
Result (Value for Light.state (ffe.livingroom.floor_light)): False (<class 'bool'>)
Expectation (Value for Light.state (ffe.livingroom.floor_light)): result = False (<class
→ 'bool'>)
       \mbox{ViDevLight.state (ffe.livingroom.xmas tree)} \rightarrow \mbox{Powerplug1P.state (ffe.livingroom.xmas-tree)}
Testresult
This test was passed with the state: Success.
       Prepare: Setting devices to last state False
 Info
Sending message with topic videv/ffe/livingroom/xmas_tree/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of ViDevLight state (ffe.livingroom.xmas tree) to True
```

Sending message with topic videv/ffe/livingroom/xmas_tree/state/set and payload true

 \hookrightarrow "on"}'

Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree/set and payload b'{"state":

Sending message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload {"state": "on"}

Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload b'{"state": "on"}'
Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'true'

Success Value for Powerplug1P.state (ffe.livingroom.xmas-tree) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug1P.state (ffe.livingroom.xmas-tree)): True (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.livingroom.xmas-tree)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (ffe.livingroom.xmas tree) to False

Sending message with topic videv/ffe/livingroom/xmas_tree/state/set and payload false

Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree/set and payload b'{"state":

... "off"}'

Sending message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload {"state": "off"}

Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload b'{"state":

... "off"}'

Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'false'

Success Value for Powerplug1P.state (ffe.livingroom.xmas-tree) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug1P.state (ffe.livingroom.xmas-tree)): False (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.livingroom.xmas-tree)): result = False (<class 'bool'>)

A.1.8 Powerplug1P.state (ffe.livingroom.xmas-tree) → ViDevLight.state (ffe.livingroom.xmas tree)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/livingroom/xmas_tree/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug1P.state (ffe.livingroom.xmas-tree) to True

Sending message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload {"state": "on"}
Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload b'{"state": "on"}'
Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'true'

Success Value for ViDevLight.state (ffe.livingroom.xmas_tree) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.livingroom.xmas_tree)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.livingroom.xmas_tree)): result = True (<class 'bool'>)

Info Setting state of Powerplug1P.state (ffe.livingroom.xmas-tree) to False

Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'false'

Success Value for ViDevLight.state (ffe.livingroom.xmas_tree) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.livingroom.xmas_tree)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.livingroom.xmas_tree)): result = False (<class 'bool'>)

A.1.9 ViDevLight.brightness (ffe.livingroom.main light) → Light.brightness (ffe.livingroom.main light)

Testresult

This test was passed with the state: Success.

```
Info Prepare: Switching on device
```

b'{"state": "on"}'

Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload on

Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",

"brightness": 127.0, "color_temp": 352.0}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"state": "on"}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
   b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
\rightarrow b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
   "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
 Info
       Prepare: Setting devices to last state 100
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 100
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
→ b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'100'
 Success
          Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
```

Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)

Info

```
Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 0
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 0
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload

    b'{"brightness": 1}'

Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'0'
           Value for Light.brightness (ffe.livingroom.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.main_light)): result = 0 (<class</pre>

    'int'>)

       Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 20
 Info
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 20
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
   b'{"brightness": 52}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'20'
 Success
           Value for Light.brightness (ffe.livingroom.main light) is correct (Content 20 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.livingroom.main_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.main_light)): result = 20 (<class
→ 'int'>)
       Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 40
 Info
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 40
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
   b'{"brightness": 102}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
```

→ "brightness": 102.0, "color_temp": 352.0}'

```
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'40'
           Value for Light.brightness (ffe.livingroom.main light) is correct (Content 40 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.livingroom.main_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.main_light)): result = 40 (<class
→ 'int'>)
       Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 60
 Info
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 60
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
→ b'{"brightness": 153}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'60'
           Value for Light.brightness (ffe.livingroom.main light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.livingroom.main_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.main_light)): result = 60 (<class

    'int'>)

 Info
       Setting state of ViDevLight.brightness (ffe.livingroom.main light) to 80
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 80
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
   b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'80'
 Success
           Value for Light.brightness (ffe.livingroom.main light) is correct (Content 80 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.livingroom.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.main_light)): result = 80 (<class

    'int'>)

        Setting state of ViDevLight.brightness (ffe.livingroom.main_light) to 100
 Info
```

Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 100

```
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
→ b'{"brightness": 254}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'100'
 Success
           Value for Light.brightness (ffe.livingroom.main light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.livingroom.main_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.main_light)): result = 100 (<class

    'int'>)

        Light.brightness (ffe.livingroom.main light) → ViDevLight.brightness (ffe.livingroom.main light)
A.1.10
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
 Info
       Prepare: Setting devices to last state 100
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 100
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of Light.brightness (ffe.livingroom.main light) to 0
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",

¬ "brightness": 1.0, "color_temp": 352.0}

Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'0'
           Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 0 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.main_light)): result = 0 (<class
→ 'int'>)
```

```
Info
       Setting state of Light.brightness (ffe.livingroom.main light) to 20
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'20'
           Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 20 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.main_light)): result = 20 (<class
    'int'>)
 Info
       Setting state of Light.brightness (ffe.livingroom.main light) to 40
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
   "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'40'
 Success
           Value for ViDevLight.brightness (ffe.livingroom.main_light) is correct (Content 40 and Type is <class
           'int'>).
Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.main_light)): result = 40 (<class
→ 'int'>)
 Info
       Setting state of Light.brightness (ffe.livingroom.main light) to 60
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'60'
           Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 60 and Type is <class
 Success
           'int'>).
```

Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 60 (<class 'int'>)

→ 'int'>)

Expectation (Value for ViDevLight.brightness (ffe.livingroom.main_light)): result = 60 (<class

Setting state of Light.brightness (ffe.livingroom.main light) to 80 Info Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on", → "brightness": 203.0, "color_temp": 352.0} Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on", "brightness": 203.0, "color_temp": 352.0}' Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'80' Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 80 and Type is <class Success 'int'>). Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 80 (<class 'int'>) Expectation (Value for ViDevLight.brightness (ffe.livingroom.main_light)): result = 80 (<class → 'int'>) Info Setting state of Light.brightness (ffe.livingroom.main light) to 100 Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on", → "brightness": 254.0, "color_temp": 352.0} Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on", → "brightness": 254.0, "color_temp": 352.0}' Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'100' Value for ViDevLight.brightness (ffe.livingroom.main light) is correct (Content 100 and Type is <class Success 'int'>). Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 100 (<class 'int'>) Expectation (Value for ViDevLight.brightness (ffe.livingroom.main_light)): result = 100 \hookrightarrow (<class 'int'>) ViDevLight.color temp (ffe.livingroom.main light) → Light.color temp (ffe.livingroom.main light) A.1.11 Testresult This test was passed with the state: Success. Info Prepare: Switching on device Prepare: Setting devices to last state 10 Info Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 10 Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on", \rightarrow "brightness": 254.0, "color_temp": 454.0}

Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload

b'{"color_temp": 454}'

```
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'10'
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.color temp (ffe.livingroom.main light) to 0
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 0
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
   b'{"color_temp": 250}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'0'
 Success
           Value for Light.color temp (ffe.livingroom.main light) is correct (Content 0 and Type is <class 'int'>)
Result (Value for Light.color_temp (ffe.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.main_light)): result = 0 (<class
→ 'int'>)
 Info
       Setting state of ViDevLight.color temp (ffe.livingroom.main light) to 2
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 2
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload

    b'{"color_temp": 291}'

Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'2'
           Value for Light.color temp (ffe.livingroom.main light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.livingroom.main_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.main_light)): result = 2 (<class
→ 'int'>)
        Setting state of ViDevLight.color temp (ffe.livingroom.main light) to 4
 Info
```

Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 4

Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",

Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload

b'{"color_temp": 332}'

```
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'4'
           Value for Light.color temp (ffe.livingroom.main light) is correct (Content 4 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.livingroom.main_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.main_light)): result = 4 (<class
→ 'int'>)
 Info
       Setting state of ViDevLight.color temp (ffe.livingroom.main light) to 6
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 6
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
\rightarrow b'{"color_temp": 372}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'6'
           Value for Light.color temp (ffe.livingroom.main light) is correct (Content 6 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.livingroom.main_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.main_light)): result = 6 (<class</pre>

    'int'>)

 Info
       Setting state of ViDevLight.color temp (ffe.livingroom.main light) to 8
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 8
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload

    b'{"color_temp": 413}'

Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'8'
           Value for Light.color temp (ffe.livingroom.main light) is correct (Content 8 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.livingroom.main_light)): 8 (<class 'int'>)
```

```
Expectation (Value for Light.color_temp (ffe.livingroom.main_light)): result = 8 (<class

    'int'>)

 Info
        Setting state of ViDevLight.color temp (ffe.livingroom.main light) to 10
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 10
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
   b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'10'
 Success
           Value for Light.color temp (ffe.livingroom.main light) is correct (Content 10 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffe.livingroom.main_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.main_light)): result = 10 (<class
\hookrightarrow 'int'>)
A.1.12
        Light.color temp (ffe.livingroom.main light) → ViDevLight.color temp (ffe.livingroom.main light)
Testresult
This test was passed with the state: Success.
        Prepare: Switching on device
 Info
 Info
        Prepare: Setting devices to last state 10
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 10
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
        Setting state of Light.color temp (ffe.livingroom.main light) to 0
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'0'
```

```
Value for ViDevLight.color temp (ffe.livingroom.main light) is correct (Content 0 and Type is <class
 Success
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 0 (<class
→ 'int'>)
       Setting state of Light.color temp (ffe.livingroom.main light) to 2
 Info
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'2'
           Value for ViDevLight.color temp (ffe.livingroom.main light) is correct (Content 2 and Type is <class
 Success
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 2 (<class

    'int'>)

 Info
       Setting state of Light color temp (ffe.livingroom main light) to 4
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'4'
           Value for ViDevLight.color temp (ffe.livingroom.main light) is correct (Content 4 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 4 (<class
→ 'int'>)
       Setting state of Light.color temp (ffe.livingroom.main light) to 6
 Info
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
   "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'6'
```

```
Success
           Value for ViDevLight.color temp (ffe.livingroom.main light) is correct (Content 6 and Type is <class
           'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 6 (<class
  'int'>)
 Info
       Setting state of Light.color temp (ffe.livingroom.main light) to 8
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'8'
 Success
           Value for ViDevLight.color temp (ffe.livingroom.main light) is correct (Content 8 and Type is <class
           'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 8 (<class

    'int'>)

 Info
       Setting state of Light.color temp (ffe.livingroom.main light) to 10
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'10'
           Value for ViDevLight.color temp (ffe.livingroom.main light) is correct (Content 10 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 10 (<class
→ 'int'>)
A.1.13
        ViDevLight.brightness (ffe.livingroom.floorlamp) → Light.brightness (ffe.livingroom.floor light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
```

Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 100

Prepare: Setting devices to last state 100

Info

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
   b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

    b'{"brightness": 254}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"brightness": 254}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"brightness": 254}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"brightness": 254}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"brightness": 254}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'100'
          Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 0

Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 0

Info

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```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"brightness": 1}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",

    "brightness": 1.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

    b'{"brightness": 1}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"brightness": 1}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
   b'{"brightness": 1}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"brightness": 1}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"brightness": 1}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'0'
          Value for Light.brightness (ffe.livingroom.floor light) is correct (Content 0 and Type is <class 'int'>).
 Success
```

Result (Value for Light.brightness (ffe.livingroom.floor_light)): 0 (<class 'int'>)

 \hookrightarrow 'int'>)

Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 0 (<class

Info Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 20

```
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 20
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"brightness": 52}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"brightness": 52}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"brightness": 52}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"brightness": 52}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
\rightarrow b'{"brightness": 52}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"brightness": 52}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",

    "brightness": 52.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
\rightarrow "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
\rightarrow "on", "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'20'
```

 ${\color{red} \textbf{Success}} \qquad \text{Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 20 and Type is < class 'int'>).}$

Result (Value for Light.brightness (ffe.livingroom.floor_light)): 20 (<class 'int'>)

```
Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 20 (<class

    'int'>)

       Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 40
 Info
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 40
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"brightness": 102}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
→ b'{"brightness": 102}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
   b'{"brightness": 102}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
   b'{"brightness": 102}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"brightness": 102}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"brightness": 102}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
\hookrightarrow "on", "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'40'
```

Success

Value for Light.brightness (ffe.livingroom.floor light) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for Light.brightness (ffe.livingroom.floor_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 40 (<class

    'int'>)

       Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 60
Info
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 60
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
→ b'{"brightness": 153}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"brightness": 153}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
   b'{"brightness": 153}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"brightness": 153}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"brightness": 153}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"brightness": 153}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'60'
          Value for Light.brightness (ffe.livingroom.floor light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.livingroom.floor_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 60 (<class
\hookrightarrow 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffe.livingroom.floorlamp) to 80
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 80
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"brightness": 203}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"brightness": 203}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
   b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
   b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"brightness": 203}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
\hookrightarrow "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'80'
          Value for Light.brightness (ffe.livingroom.floor light) is correct (Content 80 and Type is <class 'int'>)
 Success
Result (Value for Light.brightness (ffe.livingroom.floor_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 80 (<class

    'int'>)

 Info
       Setting state of ViDevLight brightness (ffe.livingroom.floorlamp) to 100
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 100
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"brightness": 254}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

    b'{"brightness": 254}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
\rightarrow b'{"brightness": 254}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
→ b'{"brightness": 254}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
→ b'{"brightness": 254}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"brightness": 254}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
```

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":

```
→ "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'100'
 Success
           Value for Light.brightness (ffe.livingroom.floor light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.livingroom.floor_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 100 (<class
→ 'int'>)
A.1.14
        Light.brightness (ffe.livingroom.floor light) → ViDevLight.brightness (ffe.livingroom.floorlamp)
Testresult
This test was passed with the state: Success.
 Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 100
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 100
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
        Setting state of Light.brightness (ffe.livingroom.floor light) to 0
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",

    "brightness": 1.0, "color_temp": 352.0}

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
    "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'0'
 Success
          Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 0 and Type is <class
           'int'>).
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): result = 0 (<class
→ 'int'>)
 Info
       Setting state of Light brightness (ffe livingroom floor light) to 20
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",

    "brightness": 52.0, "color_temp": 352.0}

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
   "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",

    "brightness": 52.0, "color_temp": 352.0}

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'20'
 Success
          Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 20 and Type is <class
           'int'>).
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): result = 20 (<class</pre>
→ 'int'>)
 Info
       Setting state of Light.brightness (ffe.livingroom.floor light) to 40
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
   "brightness": 102.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
   "brightness": 102.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",

    "brightness": 102.0, "color_temp": 352.0}

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
\hookrightarrow "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
   "on", "brightness": 102.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
   "on", "brightness": 102.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
   "on", "brightness": 102.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'40'
          Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 40 and Type is <class
 Success
           'int'>).
```

Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 40 (<class 'int'>)

→ 'int'>)

Expectation (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): result = 40 (<class

```
Info
       Setting state of Light brightness (ffe livingroom floor light) to 60
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
   "brightness": 153.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
   "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 153.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'60'
 Success
          Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 60 and Type is <class
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): result = 60 (<class
→ 'int'>)
       Setting state of Light brightness (ffe livingroom floor light) to 80
 Info
```

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",

→ "brightness": 203.0, "color_temp": 352.0}

→ "brightness": 203.0, "color_temp": 352.0}

"brightness": 203.0, "color_temp": 352.0}

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
   "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
   "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'80'
          Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 80 and Type is <class
 Success
          'int'>).
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): result = 80 (<class
→ 'int'>)
       Setting state of Light.brightness (ffe.livingroom.floor light) to 100
Info
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
\rightarrow "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'100'
          Value for ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 100 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): result = 100 (<class
→ 'int'>)
A.1.15
        ViDevLight.color temp (ffe.livingroom.floorlamp) → Light.color temp (ffe.livingroom.floor light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 10
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
   b'{"color_temp": 454}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"color_temp": 454}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
\rightarrow b'{"color_temp": 454}'
```

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

b'{"color_temp": 454}'

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
\rightarrow b'{"color_temp": 454}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
\rightarrow b'{"color_temp": 454}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
   "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'10'
 Success
          Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
       Setting state of ViDevLight.color temp (ffe.livingroom.floorlamp) to 0
 Info
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 0
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"color_temp": 250}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"color_temp": 250}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",

    "brightness": 254.0, "color_temp": 250.0}

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
   b'{"color_temp": 250}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
   b'{"color_temp": 250}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"color_temp": 250}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
\rightarrow b'{"color_temp": 250}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 250.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'0'
          Value for Light.color temp (ffe.livingroom.floor light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.livingroom.floor_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.floor_light)):    result = 0 (<class
\hookrightarrow 'int'>)
       Setting state of ViDevLight.color temp (ffe.livingroom.floorlamp) to 2
 Info
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 2
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"color_temp": 291}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"color_temp": 291}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
   b'{"color_temp": 291}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"color_temp": 291}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload

    b'{"color_temp": 291}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"color_temp": 291}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'2'
 Success
          Value for Light.color temp (ffe.livingroom.floor light) is correct (Content 2 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffe.livingroom.floor_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.floor_light)): result = 2 (<class

    'int'>)

 Info
       Setting state of ViDevLight.color_temp (ffe.livingroom.floorlamp) to 4
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 4
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload

    b'{"color_temp": 332}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
\rightarrow b'{"color_temp": 332}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
   b'{"color_temp": 332}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"color_temp": 332}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
\rightarrow b'{"color_temp": 332}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
   b'{"color_temp": 332}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'4'
          Value for Light.color temp (ffe.livingroom.floor light) is correct (Content 4 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.livingroom.floor_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.floor_light)): result = 4 (<class
→ 'int'>)
       Setting state of ViDevLight.color temp (ffe.livingroom.floorlamp) to 6
 Info
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 6
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
\rightarrow b'{"color_temp": 372}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"color_temp": 372}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"color_temp": 372}'
```

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",

→ "brightness": 254.0, "color_temp": 372.0}

→ "brightness": 254.0, "color_temp": 413.0}

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload

    b'{"color_temp": 372}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
   b'{"color_temp": 372}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
→ b'{"color_temp": 372}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'6'
          Value for Light.color temp (ffe.livingroom.floor light) is correct (Content 6 and Type is <class 'int'>)
 Success
Result (Value for Light.color_temp (ffe.livingroom.floor_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.floor_light)): result = 6 (<class
→ 'int'>)
 Info
       Setting state of ViDevLight color temp (ffe.livingroom.floorlamp) to 8
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 8
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
\rightarrow b'{"color_temp": 413}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
   b'{"color_temp": 413}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload

    b'{"color_temp": 413}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
\rightarrow b'{"color_temp": 413}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
   b'{"color_temp": 413}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload

    b'{"color_temp": 413}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'8'
          Value for Light.color temp (ffe.livingroom.floor light) is correct (Content 8 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.livingroom.floor_light)): 8 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.floor_light)): result = 8 (<class

    'int'>)

 Info
       Setting state of ViDevLight color temp (ffe livingroom floorlamp) to 10
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 10
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
   b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 454.0}
```

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload

 \rightarrow b'{"color_temp": 454}'

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
\rightarrow b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
\rightarrow b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
\rightarrow b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
\rightarrow b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
\rightarrow "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'10'
 Success
          Value for Light.color temp (ffe.livingroom.floor light) is correct (Content 10 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffe.livingroom.floor_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.livingroom.floor_light)): result = 10 (<class

    'int'>)
```

A.1.16 Light.color temp (ffe.livingroom.floor light) \rightarrow ViDevLight.color temp (ffe.livingroom.floorlamp)

Testresult

This test was passed with the state: Success.

```
Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10
```

Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 10 Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>). Success Result (Start state (master, slave)): (10, 10) (<class 'tuple'>) Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>) Info Setting state of Light.color temp (ffe.livingroom.floor light) to 0 Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on", → "brightness": 254.0, "color_temp": 250.0} Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on", → "brightness": 254.0, "color_temp": 250.0} Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on", → "brightness": 254.0, "color_temp": 250.0} Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on", → "brightness": 254.0, "color_temp": 250.0} Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on", "brightness": 254.0, "color_temp": 250.0} Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on", → "brightness": 254.0, "color_temp": 250.0} Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state": → "on", "brightness": 254.0, "color_temp": 250.0}' Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state": → "on", "brightness": 254.0, "color_temp": 250.0}' Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state": → "on", "brightness": 254.0, "color_temp": 250.0} Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state": "on", "brightness": 254.0, "color_temp": 250.0}' Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state": → "on", "brightness": 254.0, "color_temp": 250.0} Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state": → "on", "brightness": 254.0, "color_temp": 250.0} Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'0' Value for ViDevLight.color temp (ffe.livingroom.floorlamp) is correct (Content 0 and Type is <class Success 'int'>). Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 0 (<class 'int'>) Expectation (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): result = 0 (<class → 'int'>) Info Setting state of Light.color temp (ffe.livingroom.floor light) to 2

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",

→ "brightness": 254.0, "color_temp": 291.0}

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
   "on", "brightness": 254.0, "color_temp": 291.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
   "on", "brightness": 254.0, "color_temp": 291.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 291.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'2'
 Success
          Value for ViDevLight.color temp (ffe.livingroom.floorlamp) is correct (Content 2 and Type is <class
          'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): result = 2 (<class
→ 'int'>)
       Setting state of Light.color temp (ffe.livingroom.floor light) to 4
 Info
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 332.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 332.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 332.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'4'
 Success
          Value for ViDevLight.color temp (ffe.livingroom.floorlamp) is correct (Content 4 and Type is <class
          'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): result = 4 (<class
→ 'int'>)
Info
       Setting state of Light color temp (ffe livingroom floor light) to 6
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 372.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 372.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'6'
 Success
          Value for ViDevLight.color temp (ffe.livingroom.floorlamp) is correct (Content 6 and Type is <class
           'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): result = 6 (<class
→ 'int'>)
 Info
       Setting state of Light.color temp (ffe.livingroom.floor light) to 8
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
   "on", "brightness": 254.0, "color_temp": 413.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
   "on", "brightness": 254.0, "color_temp": 413.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'8'
          Value for ViDevLight.color temp (ffe.livingroom.floorlamp) is correct (Content 8 and Type is <class
 Success
           'int'>).
```

Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 8 (<class 'int'>)

→ 'int'>)

Expectation (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): result = 8 (<class

Setting state of Light.color temp (ffe.livingroom.floor light) to 10

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
\rightarrow "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
→ "on", "brightness": 254.0, "color_temp": 454.0}
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'10'
 Success
          Value for ViDevLight.color temp (ffe.livingroom.floorlamp) is correct (Content 10 and Type is <class
           'int'>).
Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): result = 10 (<class

    'int'>)
```

$A.1.17 \quad \ \ \text{ViDevHeating.temp_setp (ffe.livingroom.heating_valve)} \rightarrow \text{HeatingValve.temp_setp (ffe.livingroom.heating}$

Testresult

Info

This test was passed with the state: Success.

```
Info Prepare: Setting devices to last state 30

Sending message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint/set

→ and payload 30
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
   b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffe/livingroom/heating_valve/valve_temperature_setpoint and
   payload b'30'
Received message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint and
   payload b'30'
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
Info
       Setting state of ViDevHeating temp setp (ffe livingroom heating valve) to 15
Sending message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint/set
\rightarrow and payload 15
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload

    b'{"current_heating_setpoint": 15}'

Sending message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
Received message with topic videv/ffe/livingroom/heating_valve/valve_temperature_setpoint and

→ payload b'15'

Received message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint and
→ payload b'15'
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffe.livingroom.heating valve) is correct (Content 15 and Type is
Success
          <class 'int'>).
Result (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): result = 15
Info
       Setting state of ViDevHeating temp setp (ffe livingroom heating valve) to 20
Sending message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint/set
\hookrightarrow and payload 20
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
```

→ {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}

```
Received message with topic videv/ffe/livingroom/heating_valve/valve_temperature_setpoint and
→ payload b'20'
Received message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
→ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (ffe.livingroom.heating valve) is correct (Content 20 and Type is
 Success
           <class 'int'>)
Result (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): result = 20
Setting state of ViDevHeating temp setp (ffe livingroom heating valve) to 25
 Info
Sending message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint/set
\hookrightarrow and payload 25
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 25}'
Sending message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
   {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffe/livingroom/heating_valve/valve_temperature_setpoint and
→ payload b'25'
Received message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint and
→ payload b'25'
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
_{\hookrightarrow} b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (ffe.livingroom.heating valve) is correct (Content 25 and Type is
 Success
           <class 'int'>).
Result (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): result = 25
Setting state of ViDevHeating.temp_setp (ffe.livingroom.heating valve) to 30
 Info
Sending message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint/set

→ and payload 30

Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Sending message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
\  \, \neg \quad \{\text{"current\_heating\_setpoint": 30, "local\_temperature": 20.7, "battery": 97}\}
Received message with topic videv/ffe/livingroom/heating_valve/valve_temperature_setpoint and

→ payload b'30'
```

```
Received message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint and
→ payload b'30'
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (ffe.livingroom.heating valve) is correct (Content 30 and Type is
 Success
           <class 'int'>).
Result (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): 30 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve)): result = 30
\hookrightarrow (<class 'int'>)
A 1 18
         ViDevLight.state (ffe.sleep.main light) → Shelly.relay/0 (ffe.sleep.main light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state False
Sending message with topic videv/ffe/sleep/main_light/state/set and payload false
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.state (ffe.sleep.main light) to True
Sending message with topic videv/ffe/sleep/main_light/state/set and payload true
Received message with topic shellies/ffe/sleep/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload on
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
   "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/state and payload b'true'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'50'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'5'
           Value for Shelly.relay/0 (ffe.sleep.main light) is correct (Content True and Type is <class 'bool'>).
 Success
Result (Value for Shelly.relay/0 (ffe.sleep.main_light)): True (<class 'bool'>)
```

Expectation (Value for Shelly.relay/0 (ffe.sleep.main_light)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (ffe.sleep.main light) to False

Sending message with topic videv/ffe/sleep/main_light/state/set and payload false

Received message with topic shellies/ffe/sleep/main_light/relay/0/command and payload b'off'

Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload off

Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'off'

Received message with topic videv/ffe/sleep/main_light/state and payload b'false'

Success Value for Shelly.relay/0 (ffe.sleep.main light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for Shelly.relay/0 (ffe.sleep.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffe.sleep.main_light)): result = False (<class 'bool'>)
```

A.1.19 Shelly.relay /0 (ffe.sleep.main light) \rightarrow ViDevLight.state (ffe.sleep.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/sleep/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly.relay/0 (ffe.sleep.main_light) to True

Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload on

Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",

"brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/ffe/sleep/main_light/state and payload b'true'

Success Value for ViDevLight.state (ffe.sleep.main light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (ffe.sleep.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.sleep.main_light)): result = True (<class

'bool'>)
```

Info Setting state of Shelly.relay/0 (ffe.sleep.main light) to False

Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload off
Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/sleep/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffe.sleep.main light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (ffe.sleep.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.sleep.main_light)): result = False (<class 'bool'>)
```

A.1.20 ViDevLight.state (ffe.sleep.bed light di) → Light.state (ffe.sleep.bed light di)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

Info Setting state of ViDevLight.state (ffe.sleep.bed light di) to True

Received message with topic videv/ffe/sleep/bed_light_di/state and payload b'true'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'50'

Success Value for Light.state (ffe.sleep.bed light di) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for Light.state (ffe.sleep.bed_light_di)): True (<class 'bool'>)

Expectation (Value for Light.state (ffe.sleep.bed_light_di)): result = True (<class 'bool'>)
```

```
Setting state of ViDevLight state (ffe.sleep.bed light di) to False
 Info
Sending message with topic videv/ffe/sleep/bed_light_di/state/set and payload false
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"state":
→ "off"}'
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "off",
→ "brightness": 127.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "off",
→ "brightness": 127.0}'
Received message with topic videv/ffe/sleep/bed_light_di/state and payload b'false'
           Value for Light.state (ffe.sleep.bed light di) is correct (Content False and Type is <class 'bool'>).
 Success
Result (Value for Light.state (ffe.sleep.bed_light_di)): False (<class 'bool'>)
Expectation (Value for Light.state (ffe.sleep.bed_light_di)): result = False (<class 'bool'>)
A.1.21
        Light.state (ffe.sleep.bed light di) → ViDevLight.state (ffe.sleep.bed light di)
Testresult
This test was passed with the state: Success.
 Info
        Prepare: Setting devices to last state False
Sending message with topic videv/ffe/sleep/bed_light_di/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
        Setting state of Light.state (ffe.sleep.bed light di) to True
 Info
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
→ "brightness": 127.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 127.0}'
Received message with topic videv/ffe/sleep/bed_light_di/state and payload b'true'
 Success
           Value for ViDevLight.state (ffe.sleep.bed light di) is correct (Content True and Type is <class 'bool'>)
Result (Value for ViDevLight.state (ffe.sleep.bed_light_di)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.sleep.bed_light_di)): result = True (<class
→ 'bool'>)
```

Info Setting state of Light state (ffe.sleep.bed light di) to False Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "off", → "brightness": 127.0} Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "off", → "brightness": 127.0}' Received message with topic videv/ffe/sleep/bed_light_di/state and payload b'false' Success Value for ViDevLight.state (ffe.sleep.bed light di) is correct (Content False and Type is <class 'bool'>). Result (Value for ViDevLight.state (ffe.sleep.bed_light_di)): False (<class 'bool'>) Expectation (Value for ViDevLight.state (ffe.sleep.bed_light_di)): result = False (<class → 'bool'>) A.1.22 ViDevLight.state (ffe.sleep.bed light ma) → Powerplug1P.state (ffe.sleep.bed light ma) Testresult This test was passed with the state: Success. Info Prepare: Setting devices to last state False Sending message with topic videv/ffe/sleep/bed_light_ma/state/set and payload false Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>). Success Result (Start state (master, slave)): (False, False) (<class 'tuple'>) Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>) Info Setting state of ViDevLight.state (ffe.sleep.bed light ma) to True Sending message with topic videv/ffe/sleep/bed_light_ma/state/set and payload true Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma/set and payload b'{"state": "on"}' Sending message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload {"state": "on"} Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload b'{"state": "on"}' Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'true' Value for Powerplug1P.state (ffe.sleep.bed light ma) is correct (Content True and Type is <class Success 'bool'>). Result (Value for Powerplug1P.state (ffe.sleep.bed_light_ma)): True (<class 'bool'>) Expectation (Value for Powerplug1P.state (ffe.sleep.bed_light_ma)): result = True (<class

→ 'bool'>)

Info Setting state of ViDevLight.state (ffe.sleep.bed light ma) to False

Sending message with topic videv/ffe/sleep/bed_light_ma/state/set and payload false

Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma/set and payload b'{"state":

... "off"}'

Sending message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload {"state": "off"}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload b'{"state": "off"}'
Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'false'

Success Value for Powerplug1P.state (ffe.sleep.bed_light_ma) is correct (Content False and Type is <class 'bool'>).

A.1.23 Powerplug1P.state (ffe.sleep.bed light ma) → ViDevLight.state (ffe.sleep.bed light ma)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/sleep/bed_light_ma/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug1P.state (ffe.sleep.bed_light_ma) to True

Sending message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload {"state": "on"}

Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload b'{"state": "on"}'

Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'true'

Success Value for ViDevLight.state (ffe.sleep.bed light ma) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.sleep.bed_light_ma)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.sleep.bed_light_ma)): result = True (<class 'bool'>)

Info Setting state of Powerplug1P.state (ffe.sleep.bed light ma) to False

Sending message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload {"state": "off"}

Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload b'{"state": "off"}'
Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'false'

Success Value for ViDevLight.state (ffe.sleep.bed_light_ma) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.sleep.bed_light_ma)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.sleep.bed_light_ma)): result = False (<class 'bool'>)

$A.1.24 \qquad \hbox{ViDevLight.brightness (ffe.sleep.main_light)} \rightarrow \hbox{Light.brightness (ffe.sleep.main_light)}$

Testresult

This test was passed with the state: Success.

Info Prepare: Switching on device

Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload on

Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",

"brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/ffe/sleep/main_light/state and payload b'true'

Info Prepare: Setting devices to last state 100

Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 100

Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",

"brightness": 254.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":

254}'

Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",

"brightness": 254.0, "color_temp": 352.0}'

Received message with topic videv/ffe/sleep/main_light/brightness and payload b'100'

Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)

Info Setting state of ViDevLight.brightness (ffe.sleep.main light) to 0

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'0'
           Value for Light.brightness (ffe.sleep.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.sleep.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.main_light)): result = 0 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffe.sleep.main light) to 20
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 20
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",

    "brightness": 52.0, "color_temp": 352.0}

Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
\rightarrow "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'20'
           Value for Light.brightness (ffe.sleep.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.sleep.main_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.main_light)): result = 20 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffe.sleep.main light) to 40
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 40
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'40'
 Success
           Value for Light.brightness (ffe.sleep.main light) is correct (Content 40 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.sleep.main_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.main_light)): result = 40 (<class 'int'>)
        Setting state of ViDevLight.brightness (ffe.sleep.main light) to 60
 Info
```

Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 60

```
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":

→ 153}¹

Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'60'
           Value for Light.brightness (ffe.sleep.main light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.sleep.main_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.main_light)): result = 60 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffe.sleep.main light) to 80
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 80
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
   203}'
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
   "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'80'
 Success
           Value for Light.brightness (ffe.sleep.main light) is correct (Content 80 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.sleep.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.main_light)): result = 80 (<class 'int'>)
 Info
       Setting state of ViDevLight brightness (ffe.sleep.main light) to 100
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 100
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
   254}'
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
   "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'100'
           Value for Light.brightness (ffe.sleep.main light) is correct (Content 100 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.sleep.main_light)): 100 (<class 'int'>)
```

Expectation (Value for Light.brightness (ffe.sleep.main_light)): result = 100 (<class 'int'>)

A.1.25 Light.brightness (ffe.sleep.main light) \rightarrow ViDevLight.brightness (ffe.sleep.main light)

Testresult

```
This test was passed with the state: Success.
```

```
Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 100
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 100
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
        Setting state of Light.brightness (ffe.sleep.main light) to 0
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'0'
 Success
           Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (ffe.sleep.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.main_light)): result = 0 (<class

    'int'>)

        Setting state of Light.brightness (ffe.sleep.main light) to 20
 Info
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
   "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'20'
           Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffe.sleep.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.main_light)): result = 20 (<class

    'int'>)
```

Setting state of Light.brightness (ffe.sleep.main_light) to 40

→ "brightness": 254.0, "color_temp": 352.0}

Info

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'40'
 Success
           Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 40 and Type is <class 'int'>)
Result (Value for ViDevLight.brightness (ffe.sleep.main_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.main_light)): result = 40 (<class
   'int'>)
 Info
       Setting state of Light.brightness (ffe.sleep.main light) to 60
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'60'
 Success
           Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 60 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (ffe.sleep.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.main_light)): result = 60 (<class
→ 'int'>)
       Setting state of Light brightness (ffe.sleep.main light) to 80
 Info
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'80'
           Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffe.sleep.main_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.main_light)): result = 80 (<class
→ 'int'>)
 Info
       Setting state of Light brightness (ffe.sleep.main light) to 100
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
```

```
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",

    "brightness": 254.0, "color_temp": 352.0}

Received message with topic videv/ffe/sleep/main_light/brightness and payload b'100'
 Success
           Value for ViDevLight.brightness (ffe.sleep.main light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (ffe.sleep.main_light)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.main_light)): result = 100 (<class

    'int'>)

        ViDevLight.color temp (ffe.sleep.main light) → Light.color temp (ffe.sleep.main light)
A 1.26
Testresult
This test was passed with the state: Success.
       Prepare: Switching on device
 Info
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 10
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":

→ 454}'

Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'10'
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
       Setting state of ViDevLight.color_temp (ffe.sleep.main light) to 0
 Info
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 0
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":
   250}'
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",

    "brightness": 254.0, "color_temp": 250.0}

Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'0'
```

```
Value for Light.color temp (ffe.sleep.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.sleep.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.sleep.main_light)): result = 0 (<class 'int'>)
       Setting state of ViDevLight.color temp (ffe.sleep.main light) to 2
 Info
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 2
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":
   291}'
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
    "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'2'
           Value for Light.color temp (ffe.sleep.main light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.sleep.main_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.sleep.main_light)): result = 2 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (ffe.sleep.main light) to 4
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 4
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
   "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'4'
 Success
           Value for Light.color temp (ffe.sleep.main light) is correct (Content 4 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffe.sleep.main_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.sleep.main_light)): result = 4 (<class 'int'>)
       Setting state of ViDevLight.color temp (ffe.sleep.main light) to 6
 Info
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 6
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":

→ 372}¹

Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
```

→ "brightness": 254.0, "color_temp": 372.0}

```
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'6'
           Value for Light.color temp (ffe.sleep.main light) is correct (Content 6 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffe.sleep.main_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.sleep.main_light)): result = 6 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (ffe.sleep.main light) to 8
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 8
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":
\hookrightarrow 413}'
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'8'
 Success
           Value for Light.color temp (ffe.sleep.main light) is correct (Content 8 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffe.sleep.main_light)): 8 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.sleep.main_light)): result = 8 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (ffe.sleep.main light) to 10
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 10
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":

→ 454}¹

Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'10'
 Success
           Value for Light.color temp (ffe.sleep.main light) is correct (Content 10 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffe.sleep.main_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (ffe.sleep.main_light)): result = 10 (<class 'int'>)
```

A.1.27 Light.color temp (ffe.sleep.main light) \rightarrow ViDevLight.color temp (ffe.sleep.main light)

Testresult

```
This test was passed with the state: Success.
```

```
Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 10
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 10
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
        Setting state of Light.color temp (ffe.sleep.main light) to 0
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'0'
 Success
           Value for ViDevLight.color temp (ffe.sleep.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 0 (<class

    'int'>)

        Setting state of Light.color temp (ffe.sleep.main light) to 2
 Info
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'2'
           Value for ViDevLight.color temp (ffe.sleep.main light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 2 (<class

    'int'>)
```

Setting state of Light.color_temp (ffe.sleep.main_light) to 4

Info

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'4'
 Success
           Value for ViDevLight.color temp (ffe.sleep.main light) is correct (Content 4 and Type is <class 'int'>)
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 4 (<class
   'int'>)
 Info
       Setting state of Light color temp (ffe sleep main light) to 6
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'6'
 Success
           Value for ViDevLight.color temp (ffe.sleep.main light) is correct (Content 6 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 6 (<class
→ 'int'>)
 Info
       Setting state of Light color temp (ffe sleep main light) to 8
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'8'
           Value for ViDevLight.color temp (ffe.sleep.main light) is correct (Content 8 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 8 (<class
→ 'int'>)
 Info
       Setting state of Light.color temp (ffe.sleep.main light) to 10
```

Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",

→ "brightness": 254.0, "color_temp": 454.0}

```
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'10'
           Value for ViDevLight.color temp (ffe.sleep.main light) is correct (Content 10 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 10 (<class
→ 'int'>)
A.1.28
        ViDevLight.brightness (ffe.sleep.bed light di) → Light.brightness (ffe.sleep.bed light di)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
→ "brightness": 127.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 127.0}'
Received message with topic videv/ffe/sleep/bed_light_di/state and payload b'true'
 Info
        Prepare: Setting devices to last state 100
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 100
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
→ "brightness": 254.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
   254}'
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 254.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'100'
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 0
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 0
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
```

→ "brightness": 1.0}

```
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 1.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'0'
 Success
           Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 0 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 0 (<class 'int'>)
       Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 20
 Info
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 20
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
   52}'
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
   "brightness": 52.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 52.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'20'
 Success
           Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 20 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 20 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 40
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 40
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":

→ 102}¹

Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
→ "brightness": 102.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",

    "brightness": 102.0}'

Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'40'
 Success
           Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 40 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 40 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 60
```

Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 60

→ 153}¹

Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
→ "brightness": 153.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 153.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'60'
 Success
           Value for Light brightness (ffe.sleep.bed light di) is correct (Content 60 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 60 (<class 'int'>)
 Info
       Setting state of ViDevLight brightness (ffe.sleep.bed light di) to 80
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 80
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
   "brightness": 203.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
   "brightness": 203.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'80'
           Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 80 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffe.sleep.bed light di) to 100
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 100
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
   254}'
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
→ "brightness": 254.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
   "brightness": 254.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'100'
 Success
           Value for Light.brightness (ffe.sleep.bed light di) is correct (Content 100 and Type is <class 'int'>).
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 100 (<class
→ 'int'>)
```

A.1.29 Light.brightness (ffe.sleep.bed light di) → ViDevLight.brightness (ffe.sleep.bed light di)

Testresult

'int'>)

This test was passed with the state: Success.

Info Prepare: Switching on device Info Prepare: Setting devices to last state 100 Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 100 Success Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>). Result (Start state (master, slave)): (100, 100) (<class 'tuple'>) Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>) Info Setting state of Light brightness (ffe.sleep.bed light di) to 0 Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on", → "brightness": 1.0} Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on", "brightness": 1.0}' Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'0' Success Value for ViDevLight.brightness (ffe.sleep.bed light di) is correct (Content 0 and Type is <class 'int'>). Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 0 (<class 'int'>) Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 0 (<class 'int'>) Setting state of Light brightness (ffe.sleep.bed light di) to 20 Info Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on", "brightness": 52.0} Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on", "brightness": 52.0}' Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'20' Success Value for ViDevLight.brightness (ffe.sleep.bed light di) is correct (Content 20 and Type is <class 'int'>). Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 20 (<class 'int'>) Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 20 (<class

Setting state of Light.brightness (ffe.sleep.bed_light_di) to 40

Info

→ "brightness": 254.0}

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
   "brightness": 102.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",

    "brightness": 102.0}¹

Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'40'
           Value for ViDevLight.brightness (ffe.sleep.bed light di) is correct (Content 40 and Type is <class 'int'>)
 Success
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 40 (<class
    'int'>)
 Info
        Setting state of Light brightness (ffe.sleep.bed light di) to 60
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
→ "brightness": 153.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",

    "brightness": 153.0}'

Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'60'
           Value for ViDevLight.brightness (ffe.sleep.bed light di) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 60 (<class
→ 'int'>)
        Setting state of Light.brightness (ffe.sleep.bed light di) to 80
 Info
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
\hookrightarrow "brightness": 203.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 203.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'80'
           Value for ViDevLight.brightness (ffe.sleep.bed light di) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 80 (<class
→ 'int'>)
 Info
        Setting state of Light brightness (ffe.sleep.bed light di) to 100
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
```

```
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
→ "brightness": 254.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'100'
          Value for ViDevLight.brightness (ffe.sleep.bed light di) is correct (Content 100 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 100 (<class

    'int'>)

A.1.30
        ViDevHeating.temp setp (ffe.sleep.heating valve) → HeatingValve.temp setp (ffe.sleep.heating valve)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state 30
Sending message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint/set and

→ payload 30

Sending message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
Received message with topic zigbee_ffe/ffe/sleep/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and
   payload b'30'
Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and

→ payload b'30'

Received message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
 Success
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
       Setting state of ViDevHeating.temp setp (ffe.sleep.heating valve) to 15
 Info
Sending message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint/set and
\hookrightarrow payload 15
Received message with topic zigbee_ffe/ffe/sleep/heating_valve/set and payload
   b'{"current_heating_setpoint": 15}'
Sending message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
   {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and
→ payload b'15'
```

Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and

→ payload b'15'

```
Received message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffe.sleep.heating valve) is correct (Content 15 and Type is <class
Success
          'int'>).
Result (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): result = 15 (<class

    'int'>)

Info
       Setting state of ViDevHeating.temp setp (ffe.sleep.heating valve) to 20
Sending message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint/set and

→ payload 20

Received message with topic zigbee_ffe/ffe/sleep/heating_valve/set and payload
→ b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and
   payload b'20'
Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
          Value\ for\ Heating Valve.temp\_setp\ (ffe.sleep.heating\_valve)\ is\ correct\ (Content\ 20\ and\ Type\ is\ < class
Success
          'int'>).
Result (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): result = 20 (<class
→ 'int'>)
Info
       Setting state of ViDevHeating temp setp (ffe.sleep.heating valve) to 25
Sending message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint/set and
\rightarrow payload 25
Received message with topic zigbee_ffe/ffe/sleep/heating_valve/set and payload
→ b'{"current_heating_setpoint": 25}'
Sending message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and
Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and
\rightarrow payload b'25'
```

```
Received message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (ffe.sleep.heating valve) is correct (Content 25 and Type is <class
 Success
           'int'>).
Result (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): result = 25 (<class
→ 'int'>)
 Info
       Setting state of ViDevHeating.temp setp (ffe.sleep.heating valve) to 30
Sending message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint/set and

→ payload 30

Received message with topic zigbee_ffe/ffe/sleep/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Sending message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
   {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and

→ payload b'30'

Received message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 30 and Type is <class
 Success
           'int'>).
Result (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): 30 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.sleep.heating_valve)): result = 30 (<class

    'int'>)

        ViDevLight.state (ffe.diningroom.main light) → Shelly.relay/0 (ffe.diningroom.main light)
Testresult
This test was passed with the state: Success.
       Prepare: Setting devices to last state False
 Info
Sending message with topic videv/ffe/diningroom/main_light/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
```

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (ffe.diningroom.main light) to True

Sending message with topic videv/ffe/diningroom/main_light/state/set and payload true

Received message with topic shellies/ffe/diningroom/main_light/relay/0/command and payload

b'on'

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true'

Success Value for Shelly.relay/0 (ffe.diningroom.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffe.diningroom.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.diningroom.main_light)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (ffe.diningroom.main light) to False

Sending message with topic videv/ffe/diningroom/main_light/state/set and payload false

Received message with topic shellies/ffe/diningroom/main_light/relay/0/command and payload

b'off'

Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":

... "off"}'

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'

Success Value for Shelly.relay / 0 (ffe.diningroom.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffe.diningroom.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.diningroom.main_light)): result = False (<class 'bool'>)

A.1.32 Shelly.relay/0 (ffe.diningroom.main light) → ViDevLight.state (ffe.diningroom.main light)

Testresult

"off"}'

"off"}'

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False Sending message with topic videv/ffe/diningroom/main_light/state/set and payload false Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>). Success Result (Start state (master, slave)): (False, False) (<class 'tuple'>) Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>) Info Setting state of Shelly relay/0 (ffe.diningroom.main light) to True Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload on Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'on' Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state": \hookrightarrow "on"}' Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "on"} Received message with topic videv/ffe/diningroom/main_light/state and payload b'true' Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state": \hookrightarrow "on"}' Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true' Success Value for ViDevLight.state (ffe.diningroom.main light) is correct (Content True and Type is <class 'bool'>). Result (Value for ViDevLight.state (ffe.diningroom.main_light)): True (<class 'bool'>) Expectation (Value for ViDevLight.state (ffe.diningroom.main_light)): result = True (<class → 'bool'>) Info Setting state of Shelly relay/0 (ffe diningroom main light) to False Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload off Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'off' Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":

Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "off"}

Received message with topic videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'

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Success Value for ViDevLight.state (ffe.diningroom.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.diningroom.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.diningroom.main_light)): result = False (<class 'bool'>)

A.1.33 ViDevLight.state (ffe.diningroom.floorlamp) \rightarrow Powerplug1P.state (ffe.diningroom.floor light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/diningroom/floorlamp/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (ffe.diningroom.floorlamp) to True

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true'

Success Value for Powerplug1P.state (ffe.diningroom.floor_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug1P.state (ffe.diningroom.floor_light)): True (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.diningroom.floor_light)): result = True (<class 'bool'>)

Info Setting state of ViDevLight state (ffe.diningroom.floorlamp) to False

Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "off"}

Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state": \hookrightarrow "off"}'

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'

Success Value for Powerplug1P.state (ffe.diningroom.floor_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug1P.state (ffe.diningroom.floor_light)): False (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.diningroom.floor_light)): result = False (<class 'bool'>)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/diningroom/floorlamp/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug1P.state (ffe.diningroom.floor light) to True

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true'

Success Value for ViDevLight.state (ffe.diningroom.floorlamp) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.diningroom.floorlamp)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.diningroom.floorlamp)): result = True (<class 'bool'>)

Info Setting state of Powerplug1P.state (ffe.diningroom.floor_light) to False

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'

Success Value for ViDevLight.state (ffe.diningroom.floorlamp) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.diningroom.floorlamp)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.diningroom.floorlamp)): result = False (<class 'bool'>)

A.1.35 Shelly.relay/0 (ffe.diningroom.main light) \rightarrow Powerplug1P.state (ffe.diningroom.floor light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly.relay/0 (ffe.diningroom.main_light) to True

Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload on Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'on' Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":

... "on"}'

Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "on"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":

... "on"}'

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true'

Success Value for Powerplug1P.state (ffe.diningroom.floor_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug1P.state (ffe.diningroom.floor_light)): True (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.diningroom.floor_light)): result = True (<class 'bool'>)

Info Setting state of Shelly relay/0 (ffe.diningroom.main_light) to False

Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'off'

```
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "off"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":

    "off"}'

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'
           Value for Powerplug1P.state (ffe.diningroom.floor light) is correct (Content False and Type is <class
 Success
           bool'>).
Result (Value for Powerplug1P.state (ffe.diningroom.floor_light)): False (<class 'bool'>)
Expectation (Value for Powerplug1P.state (ffe.diningroom.floor_light)): result = False (<class
→ 'bool'>)
A.1.36
        ViDevLight.state (ffe.diningroom.garland) → Powerplug1P.state (ffe.diningroom.garland)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state False
Sending message with topic videv/ffe/diningroom/garland/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of ViDevLight state (ffe.diningroom garland) to True
Sending message with topic videv/ffe/diningroom/garland/state/set and payload true
Received message with topic zigbee_ffe/ffe/diningroom/garland/set and payload b'{"state":
→ "on"}'
Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "on"}
Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "on"}'
Received message with topic videv/ffe/diningroom/garland/state and payload b'true'
 Success
           Value for Powerplug1P.state (ffe.diningroom.garland) is correct (Content True and Type is <class
```

Result (Value for Powerplug1P.state (ffe.diningroom.garland)): True (<class 'bool'>)

→ 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.diningroom.garland)): result = True (<class

Info Setting state of ViDevLight.state (ffe.diningroom.garland) to False

Sending message with topic videv/ffe/diningroom/garland/state/set and payload false

Received message with topic zigbee_ffe/ffe/diningroom/garland/set and payload b'{"state":

--- "off"}'

Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "off"}
Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "off"}'
Received message with topic videv/ffe/diningroom/garland/state and payload b'false'

Success Value for Powerplug1P.state (ffe.diningroom.garland) is correct (Content False and Type is <class 'bool'>).

A.1.37 Powerplug1P.state (ffe.diningroom.garland) \rightarrow ViDevLight.state (ffe.diningroom.garland)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/diningroom/garland/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple' >).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug1P.state (ffe.diningroom.garland) to True

Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "on"}

Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "on"}'

Received message with topic videv/ffe/diningroom/garland/state and payload b'true'

Success Value for ViDevLight.state (ffe.diningroom.garland) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.diningroom.garland)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.diningroom.garland)): result = True (<class 'bool'>)

Info Setting state of Powerplug1P.state (ffe.diningroom.garland) to False

Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "off"}

Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "off"}'
Received message with topic videv/ffe/diningroom/garland/state and payload b'false'

Success Value for ViDevLight.state (ffe.diningroom.garland) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.diningroom.garland)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.diningroom.garland)): result = False (<class 'bool'>)

A.1.38 ViDevLight.state (ffe.kitchen.main light) \rightarrow Shelly.relay/0 (ffe.kitchen.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/kitchen/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (ffe.kitchen.main light) to True

Sending message with topic videv/ffe/kitchen/main_light/state/set and payload true

Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'on'

Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload on

Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffe/ffe/kitchen/main_light_1/set and payload

b'{"hue_power_on_behavior": "recover"}'

Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload

b'{"hue_power_on_behavior": "recover"}'

Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'

Success Value for Shelly.relay/0 (ffe.kitchen.main light) is correct (Content True and Type is <class 'bool'>).

Info Setting state of ViDevLight state (ffe.kitchen.main light) to False

Sending message with topic videv/ffe/kitchen/main_light/state/set and payload false
Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload off

Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'

Success Value for Shelly.relay/0 (ffe.kitchen.main light) is correct (Content False and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffe.kitchen.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.kitchen.main_light)): result = False (<class 'bool'>)

A.1.39 Shelly.relay/0 (ffe.kitchen.main light) → ViDevLight.state (ffe.kitchen.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/kitchen/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly relay/0 (ffe.kitchen.main light) to True

Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload on

Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffe/ffe/kitchen/main_light_1/set and payload

b'{"hue_power_on_behavior": "recover"}'

Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload

b'{"hue_power_on_behavior": "recover"}'

Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'

Success Value for ViDevLight.state (ffe.kitchen.main light) is correct (Content True and Type is <class 'bool'>).

Info Setting state of Shelly.relay/0 (ffe.kitchen.main_light) to False

Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload off
Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffe.kitchen.main_light) is correct (Content False and Type is <class 'bool'>).

A.1.40 ViDevLight.state (ffe.kitchen.circulation pump) \rightarrow Shelly.relay/0 (ffe.kitchen.circulation pump)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/kitchen/circulation_pump/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (ffe.kitchen.circulation pump) to True

Sending message with topic videv/ffe/kitchen/circulation_pump/state/set and payload true

Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0/command and payload

b'on'

Sending message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload on Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'on' Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'600' Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'on' Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload on Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'true' Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'on'

Success Value for Shelly.relay/0 (ffe.kitchen.circulation_pump) is correct (Content True and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffe.kitchen.circulation_pump)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.kitchen.circulation_pump)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (ffe.kitchen.circulation pump) to False

Sending message with topic videv/ffe/kitchen/circulation_pump/state/set and payload false

Received message with topic zigbee_ffe/ffe/kitchen/main_light_1/set and payload b'{"hue_power_on_behavior": "recover"}'

Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload b'{"hue_power_on_behavior": "recover"}'

Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'

Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0/command and payload b'off'

Sending message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload off

Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'off'

Success Value for Shelly.relay/0 (ffe.kitchen.circulation_pump) is correct (Content False and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffe.kitchen.circulation_pump)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.kitchen.circulation_pump)): result = False (<class 'bool'>)

A.1.41 Shelly.relay /0 (ffe.kitchen.circulation pump) \rightarrow ViDevLight.state (ffe.kitchen.circulation pump)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/kitchen/circulation_pump/state/set and payload false Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'0' Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly.relay/0 (ffe.kitchen.circulation_pump) to True

Sending message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload on Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'on' Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'600' Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'off' Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload off Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'true' Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'off' Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffe.kitchen.circulation_pump) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): result = True (<class 'bool'>)

Info Setting state of Shelly.relay/0 (ffe.kitchen.circulation pump) to False

Sending message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload off

```
Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'off'
Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'0'
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'
 Success
          Value for ViDevLight.state (ffe.kitchen.circulation pump) is correct (Content False and Type is <class
          'bool'>)
Result (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): result = False
A.1.42
        ViDevHeating.temp setp (ffe.kitchen.heating valve) → HeatingValve.temp setp (ffe.kitchen.heating valve
Testresult
This test was passed with the state: Success.
       Prepare: Setting devices to last state 30
 Info
Sending message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint/set and
→ payload 30
Sending message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and
   payload b'30'
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
 Info
       Setting state of ViDevHeating temp—setp (ffe kitchen heating—valve) to 15
Sending message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint/set and
\rightarrow payload 15
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload
   b'{"current_heating_setpoint": 15}'
Sending message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
   {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and
```

→ payload b'15'

Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and

```
→ payload b'15'

Received message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
Success
          Value for HeatingValve.temp setp (ffe.kitchen.heating valve) is correct (Content 15 and Type is <class
          'int'>).
Result (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): result = 15
Info
       Setting state of ViDevHeating temp setp (ffe.kitchen.heating valve) to 20
Sending message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint/set and

→ payload 20

Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
   b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload on
Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'on'
Success
          Value for HeatingValve.temp setp (ffe.kitchen.heating valve) is correct (Content 20 and Type is <class
          'int'>).
Result (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): result = 20
Info
       Setting state of ViDevHeating temp setp (ffe.kitchen.heating valve) to 25
Sending message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint/set and
```

Received message with topic zigbee_ffe/ffe/kitchen/main_light_1/set and payload

Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload

Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'

b'{"hue_power_on_behavior": "recover"}'

→ b'{"hue_power_on_behavior": "recover"}'

→ payload 25

```
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload

    b'{"current_heating_setpoint": 25}'

Sending message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and
\rightarrow payload b'25'
Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and
\rightarrow payload b'25'
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
→ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffe.kitchen.heating valve) is correct (Content 25 and Type is <class
 Success
Result (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): result = 25
Setting state of ViDevHeating temp setp (ffe kitchen heating valve) to 30
Info
Sending message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint/set and
\rightarrow payload 30
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload
→ b'{"current_heating_setpoint": 30}'
Sending message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and

→ payload b'30'

Received message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffe.kitchen.heating valve) is correct (Content 30 and Type is <class
 Success
          'int'>).
```

A.1.43 ViDevLight.state (ffe.floor.main light) \rightarrow Shelly.relay/0 (ffe.floor.main light)

Result (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): 30 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): result = 30

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffe/floor/main_light/state/set and payload false

```
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
```

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

Info Setting state of ViDevLight.state (ffe.floor.main light) to True

Sending message with topic videv/ffe/floor/main_light/state/set and payload true

Received message with topic shellies/ffe/floor/main_light/relay/0/command and payload b'on'

Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload on

Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'on'

Received message with topic videv/ffe/floor/main_light/state and payload b'true'

Success Value for Shelly.relay/0 (ffe.floor.main light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for Shelly.relay/0 (ffe.floor.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.floor.main_light)): result = True (<class 'bool'>)
```

Info Setting state of ViDevLight state (ffe.floor.main light) to False

Sending message with topic videv/ffe/floor/main_light/state/set and payload false

Received message with topic shellies/ffe/floor/main_light/relay/0/command and payload b'off'

Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload off

Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'off'

Received message with topic videv/ffe/floor/main_light/state and payload b'false'

Success Value for Shelly.relay/0 (ffe.floor.main_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for Shelly.relay/0 (ffe.floor.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.floor.main_light)): result = False (<class 'bool'>)
```

A.1.44 Shelly.relay/0 (ffe.floor.main light) → ViDevLight.state (ffe.floor.main light)

Testresult

This test was passed with the state: Success.

```
Info Prepare: Setting devices to last state False
```

Sending message with topic videv/ffe/floor/main_light/state/set and payload false

```
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
```

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

Info Setting state of Shelly.relay/0 (ffe.floor.main light) to True

Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload on Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'on' Received message with topic videv/ffe/floor/main_light/state and payload b'true'

Success Value for ViDevLight.state (ffe.floor.main light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.floor.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.floor.main_light)): result = True (<class

'bool'>)

Info Setting state of Shelly.relay/0 (ffe.floor.main_light) to False

Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload off
Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/floor/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffe.floor.main light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffe.floor.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffe.floor.main_light)): result = False (<class 'bool'>)

A.1.45 ViDevLight.state (ffw.livingroom.main light) \rightarrow Shelly.relay/0 (ffw.livingroom.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffw/livingroom/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (ffw.livingroom.main_light) to True

Sending message with topic videv/ffw/livingroom/main_light/state/set and payload true

Received message with topic shellies/ffw/livingroom/main_light/relay/0/command and payload

b'on'

Sending message with topic shellies/ffw/livingroom/main_light/relay/0 and payload on

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",

"brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/ffw/livingroom/main_light/state and payload b'true'

Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'50'

Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'5'

Success Value for Shelly.relay/0 (ffw.livingroom.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffw.livingroom.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffw.livingroom.main_light)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (ffw.livingroom.main light) to False

Sending message with topic videv/ffw/livingroom/main_light/state/set and payload false

Received message with topic shellies/ffw/livingroom/main_light/relay/0/command and payload

b'off'

Sending message with topic shellies/ffw/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/livingroom/main_light/state and payload b'false'

Success Value for Shelly.relay/0 (ffw.livingroom.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffw.livingroom.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffw.livingroom.main_light)): result = False (<class 'bool'>)

A.1.46 Shelly.relay/0 (ffw.livingroom.main light) -> ViDevLight.state (ffw.livingroom.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffw/livingroom/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly.relay/0 (ffw.livingroom.main light) to True

Sending message with topic shellies/ffw/livingroom/main_light/relay/0 and payload on

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on", brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/ffw/livingroom/main_light/state and payload b'true'

Success Value for ViDevLight.state (ffw.livingroom.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffw.livingroom.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffw.livingroom.main_light)): result = True (<class 'bool'>)

Info Setting state of Shelly.relay/0 (ffw.livingroom.main light) to False

Sending message with topic shellies/ffw/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/livingroom/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffw.livingroom.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffw.livingroom.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffw.livingroom.main_light)): result = False (<class 'bool'>)

A.1.47 ViDevLight.brightness (ffw.livingroom.main light) → Light.brightness (ffw.livingroom.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Switching on device

Received message with topic videv/ffw/livingroom/main_light/state and payload b'true'

Info Prepare: Setting devices to last state 100

Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 100

```
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload

    b'{"brightness": 254}'

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'100'
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
        Setting state of ViDevLight.brightness (ffw.livingroom.main_light) to 0
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 0
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload

    b'{"brightness": 1}'

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'0'
           Value for Light.brightness (ffw.livingroom.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 0 (<class
→ 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffw.livingroom.main_light) to 20
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 20
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload

    b'{"brightness": 52}'

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'20'
           Value for Light.brightness (ffw.livingroom.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
```

Result (Value for Light.brightness (ffw.livingroom.main_light)): 20 (<class 'int'>)

→ 'int'>)

Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 20 (<class

Setting state of ViDevLight.brightness (ffw.livingroom.main light) to 40

Info

```
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 40
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
→ b'{"brightness": 102}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'40'
           Value for Light.brightness (ffw.livingroom.main light) is correct (Content 40 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.livingroom.main_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 40 (<class

    'int'>)

       Setting state of ViDevLight.brightness (ffw.livingroom.main light) to 60
 Info
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 60
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
   b'{"brightness": 153}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'60'
 Success
           Value for Light.brightness (ffw.livingroom.main light) is correct (Content 60 and Type is <class 'int'>).
Result (Value for Light.brightness (ffw.livingroom.main_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 60 (<class
→ 'int'>)
       Setting state of ViDevLight.brightness (ffw.livingroom.main light) to 80
 Info
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 80
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
   b'{"brightness": 203}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
```

→ "brightness": 203.0, "color_temp": 352.0}'

```
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'80'
           Value for Light.brightness (ffw.livingroom.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.livingroom.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 80 (<class
→ 'int'>)
        Setting state of ViDevLight.brightness (ffw.livingroom.main light) to 100
 Info
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 100
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
→ b'{"brightness": 254}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'100'
           Value for Light.brightness (ffw.livingroom.main light) is correct (Content 100 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.livingroom.main_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 100 (<class
\hookrightarrow 'int'>)
A.1.48
         Light.brightness (ffw.livingroom.main light) → ViDevLight.brightness (ffw.livingroom.main light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 100
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 100
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
        Setting state of Light brightness (ffw.livingroom.main light) to 0
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
```

"brightness": 1.0, "color_temp": 352.0}

```
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'0'
           Value for ViDevLight.brightness (ffw.livingroom.main light) is correct (Content 0 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.brightness (ffw.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.livingroom.main_light)): result = 0 (<class
→ 'int'>)
       Setting state of Light.brightness (ffw.livingroom.main light) to 20
 Info
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
   "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'20'
 Success
           Value for ViDevLight.brightness (ffw.livingroom.main light) is correct (Content 20 and Type is <class
           'int'>).
Result (Value for ViDevLight.brightness (ffw.livingroom.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.livingroom.main_light)): result = 20 (<class
→ 'int'>)
       Setting state of Light brightness (ffw.livingroom.main light) to 40
 Info
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'40'
 Success
           Value for ViDevLight.brightness (ffw.livingroom.main light) is correct (Content 40 and Type is <class
           'int'>).
Result (Value for ViDevLight.brightness (ffw.livingroom.main_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.livingroom.main_light)): result = 40 (<class
→ 'int'>)
       Setting state of Light.brightness (ffw.livingroom.main light) to 60
 Info
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
   "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
```

Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'60'

Success Value for ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 60 and Type is <class 'int'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 80

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",

"brightness": 203.0, "color_temp": 352.0}

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",

"brightness": 203.0, "color_temp": 352.0}'

Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'80'

Success Value for ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 80 and Type is <class 'int'>).

Info Setting state of Light.brightness (ffw.livingroom.main light) to 100

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",

"brightness": 254.0, "color_temp": 352.0}

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",

"brightness": 254.0, "color_temp": 352.0}'

Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'100'

Success Value for ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 100 and Type is <class 'int'>).

$A.1.49 \qquad \hbox{ViDevLight.color_temp (ffw.livingroom.main_light)} \rightarrow \hbox{Light.color_temp (ffw.livingroom.main_light)} \\$

Testresult

This test was passed with the state: Success.

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 10

```
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload

    b'{"color_temp": 454}'

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'10'
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
        Setting state of ViDevLight.color_temp (ffw.livingroom.main_light) to 0
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 0
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
\rightarrow b'{"color_temp": 250}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'0'
           Value for Light.color temp (ffw.livingroom.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.livingroom.main_light)): result = 0 (<class
→ 'int'>)
 Info
       Setting state of ViDevLight.color_temp (ffw.livingroom.main_light) to 2
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 2
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload

    b'{"color_temp": 291}'

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'2'
           Value for Light.color temp (ffw.livingroom.main light) is correct (Content 2 and Type is <class 'int'>).
 Success
```

Result (Value for Light.color_temp (ffw.livingroom.main_light)): 2 (<class 'int'>)

→ 'int'>)

Expectation (Value for Light.color_temp (ffw.livingroom.main_light)): result = 2 (<class

Setting state of ViDevLight.color temp (ffw.livingroom.main light) to 4

Info

```
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 4
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload

    b'{"color_temp": 332}'

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'4'
           Value for Light.color temp (ffw.livingroom.main light) is correct (Content 4 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.livingroom.main_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.livingroom.main_light)): result = 4 (<class</pre>

    'int'>)

       Setting state of ViDevLight.color temp (ffw.livingroom.main light) to 6
 Info
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 6
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
   b'{"color_temp": 372}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'6'
 Success
           Value for Light.color temp (ffw.livingroom.main light) is correct (Content 6 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffw.livingroom.main_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.livingroom.main_light)): result = 6 (<class
→ 'int'>)
       Setting state of ViDevLight.color temp (ffw.livingroom.main light) to 8
 Info
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 8
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
   b'{"color_temp": 413}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
```

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",

→ "brightness": 254.0, "color_temp": 413.0}'

Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'8'

```
Value for Light.color temp (ffw.livingroom.main light) is correct (Content 8 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.livingroom.main_light)): 8 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.livingroom.main_light)): result = 8 (<class

    'int'>)

 Info
       Setting state of ViDevLight.color temp (ffw.livingroom.main light) to 10
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 10
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload

    b'{"color_temp": 454}'

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'10'
           Value for Light.color temp (ffw.livingroom.main light) is correct (Content 10 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.livingroom.main_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.livingroom.main_light)): result = 10 (<class
\hookrightarrow 'int'>)
A.1.50
        Light.color temp (ffw.livingroom.main light) → ViDevLight.color temp (ffw.livingroom.main light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 10
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
        Setting state of Light.color temp (ffw.livingroom.main light) to 0
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
```

```
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'0'
           Value for ViDevLight.color temp (ffw.livingroom.main light) is correct (Content 0 and Type is <class
 Success
           'int'>).
Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): result = 0 (<class
→ 'int'>)
       Setting state of Light.color temp (ffw.livingroom.main light) to 2
 Info
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
   "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'2'
 Success
           Value for ViDevLight.color temp (ffw.livingroom.main light) is correct (Content 2 and Type is <class
           'int'>).
Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): result = 2 (<class
→ 'int'>)
       Setting state of Light.color temp (ffw.livingroom.main light) to 4
 Info
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'4'
 Success
           Value for ViDevLight.color temp (ffw.livingroom.main light) is correct (Content 4 and Type is <class
           'int'>).
Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): result = 4 (<class
→ 'int'>)
       Setting state of Light.color temp (ffw.livingroom.main light) to 6
 Info
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
```

Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'6'

Success Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 6 (<class 'int'>)

Expectation (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): result = 6 (<class -- 'int'>)

Info Setting state of Light.color_temp (ffw.livingroom.main_light) to 8

Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on", brightness": 254.0, "color_temp": 413.0}'

Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'8'

Success Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 8 (<class 'int'>)

Expectation (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): result = 8 (<class -- 'int'>)

Info Setting state of Light.color temp (ffw.livingroom.main light) to 10

Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on", brightness": 254.0, "color_temp": 454.0}

Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'10'

Success Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 10 and Type is <class 'int'>).

${\sf A.1.51-ViDevHeating.temp_setp}$ (ffw.livingroom.heating_valve) o ${\sf HeatingValve.temp_setp}$ (ffw.livingroom.heating

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state 30

```
Sending message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
   b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and
   payload b'30'
Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
   payload b'30'
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
Info
       Setting state of ViDevHeating temp setp (ffw.livingroom.heating valve) to 15
Sending message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint/set
\rightarrow and payload 15
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
→ b'{"current_heating_setpoint": 15}'
Sending message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and

→ payload b'15'

Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
→ payload b'15'
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffw.livingroom.heating valve) is correct (Content 15 and Type is
Success
          <class 'int'>).
Result (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): result = 15
Info
       Setting state of ViDevHeating.temp setp (ffw.livingroom.heating valve) to 20
Sending message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint/set
\hookrightarrow and payload 20
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
```

→ {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}

```
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and
→ payload b'20'
Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
→ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (ffw.livingroom.heating valve) is correct (Content 20 and Type is
 Success
           <class 'int'>).
Result (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): result = 20
Setting state of ViDevHeating.temp setp (ffw.livingroom.heating valve) to 25
 Info
Sending message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint/set
\hookrightarrow and payload 25
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 25}'
Sending message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
   {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and

→ payload b'25'

Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
→ payload b'25'
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
_{\hookrightarrow} b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffw.livingroom.heating valve) is correct (Content 25 and Type is
 Success
           <class 'int'>).
Result (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): result = 25
Setting state of ViDevHeating.temp_setp (ffw.livingroom.heating valve) to 30
 Info
Sending message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint/set

→ and payload 30

Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Sending message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
\  \, \neg \quad \{\text{"current\_heating\_setpoint": 30, "local\_temperature": 20.7, "battery": 97}\}
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and

→ payload b'30'
```

```
Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
→ payload b'30'
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (ffw.livingroom.heating valve) is correct (Content 30 and Type is
 Success
           <class 'int'>).
Result (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): 30 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve)): result = 30
\hookrightarrow (<class 'int'>)
A.1.52
        ViDevLight.state (ffw.sleep.main light) → Shelly.relay/0 (ffw.sleep.main light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state False
Sending message with topic videv/ffw/sleep/main_light/state/set and payload false
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.state (ffw.sleep.main light) to True
Sending message with topic videv/ffw/sleep/main_light/state/set and payload true
Received message with topic shellies/ffw/sleep/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload on
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 127.0}
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",

    "brightness": 127.0}'

Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
\hookrightarrow "on"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'true'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'50'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",
```

→ "brightness": 127.0, "color_temp": 352.0}'

```
Value for Shelly.relay/0 (ffw.sleep.main light) is correct (Content True and Type is <class 'bool'>).
 Success
Result (Value for Shelly.relay/0 (ffw.sleep.main_light)): True (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.sleep.main_light)): result = True (<class 'bool'>)
 Info
        Setting state of ViDevLight.state (ffw.sleep.main light) to False
Sending message with topic videv/ffw/sleep/main_light/state/set and payload false
Received message with topic shellies/ffw/sleep/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload off
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
\hookrightarrow "off"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "off",
    "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "off",

¬ "brightness": 127.0, "color_temp": 352.0}

 Success
           Value for Shelly.relay/0 (ffw.sleep.main light) is correct (Content False and Type is <class 'bool'>).
Result (Value for Shelly.relay/0 (ffw.sleep.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.sleep.main_light)): result = False (<class 'bool'>)
A.1.53
        Shelly.relay /0 (ffw.sleep.main light) → ViDevLight.state (ffw.sleep.main light)
Testresult
This test was passed with the state: Success.
 Info
        Prepare: Setting devices to last state False
Sending message with topic videv/ffw/sleep/main_light/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
        Setting state of Shelly.relay/0 (ffw.sleep.main light) to True
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload on
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
```

"brightness": 127.0}

```
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 127.0}'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
→ "on"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'true'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",

¬ "brightness": 127.0, "color_temp": 352.0}

 Success
           Value for ViDevLight.state (ffw.sleep.main light) is correct (Content True and Type is <class 'bool'>).
Result (Value for ViDevLight.state (ffw.sleep.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffw.sleep.main_light)): result = True (<class</pre>
→ 'bool'>)
       Setting state of Shelly.relay/0 (ffw.sleep.main light) to False
 Info
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload off
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":

    "off"}'

Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}'
 Success
           Value for ViDevLight.state (ffw.sleep.main light) is correct (Content False and Type is <class 'bool'>).
Result (Value for ViDevLight.state (ffw.sleep.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffw.sleep.main_light)): result = False (<class
→ 'bool'>)
A.1.54
        ViDevLight.brightness (ffw.sleep.main light) → Light.brightness (ffw.sleep.main light)
Testresult
This test was passed with the state: Success.
```

Info

Prepare: Switching on device

```
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 127.0}'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
\rightarrow "on"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "on",
   "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'true'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
 Info
       Prepare: Setting devices to last state 100
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 100
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
\hookrightarrow 254}'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'100'
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of ViDevLight brightness (ffw.sleep.main light) to 0
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 0
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 1.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 1.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'0'
           Value for Light.brightness (ffw.sleep.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.sleep.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.sleep.main_light)): result = 0 (<class 'int'>)
 Info
       Setting state of ViDevLight brightness (ffw.sleep.main light) to 20
```

Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 20

```
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":

→ 52}¹

Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 52.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 52.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'20'
           Value for Light.brightness (ffw.sleep.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.sleep.main_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.sleep.main_light)): result = 20 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffw.sleep.main light) to 40
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 40
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":

→ 102}¹

Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
   "brightness": 102.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 102.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'40'
 Success
           Value for Light.brightness (ffw.sleep.main light) is correct (Content 40 and Type is <class 'int'>).
Result (Value for Light.brightness (ffw.sleep.main_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.sleep.main_light)): result = 40 (<class 'int'>)
 Info
       Setting state of ViDevLight brightness (ffw.sleep.main light) to 60
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 60
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":

→ 153}¹

Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
   "brightness": 153.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 153.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'60'
           Value for Light.brightness (ffw.sleep.main light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.sleep.main_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.sleep.main_light)): result = 60 (<class 'int'>)
```

```
Setting state of ViDevLight.brightness (ffw.sleep.main light) to 80
 Info
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 80
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
   203}'
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 203.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 203.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'80'
           Value for Light.brightness (ffw.sleep.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.sleep.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.sleep.main_light)): result = 80 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffw.sleep.main light) to 100
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 100
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
   254}'
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
   "brightness": 254.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'100'
 Success
           Value for Light.brightness (ffw.sleep.main light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for Light.brightness (ffw.sleep.main_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.sleep.main_light)): result = 100 (<class 'int'>)
A.1.55
        Light.brightness (ffw.sleep.main light) → ViDevLight.brightness (ffw.sleep.main light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
```

Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 100

Prepare: Setting devices to last state 100

Info

```
Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of Light brightness (ffw.sleep.main light) to 0
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 1.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
   "brightness": 1.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'0'
           Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.sleep.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 0 (<class
→ 'int'>)
       Setting state of Light brightness (ffw.sleep.main light) to 20
 Info
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 52.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 52.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'20'
           Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.sleep.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 20 (<class
→ 'int'>)
 Info
       Setting state of Light.brightness (ffw.sleep.main light) to 40
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 102.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 102.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'40'
```

Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 40 and Type is <class 'int'>).

Result (Value for ViDevLight.brightness (ffw.sleep.main_light)): 40 (<class 'int'>)

Success

```
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 40 (<class

    'int'>)

        Setting state of Light brightness (ffw.sleep.main light) to 60
 Info
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 153.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 153.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'60'
           Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.sleep.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 60 (<class
→ 'int'>)
 Info
        Setting state of Light brightness (ffw.sleep.main light) to 80
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",

    "brightness": 203.0}

Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",

    "brightness": 203.0}¹

Received message with topic videv/ffw/sleep/main_light/brightness and payload b'80'
           Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.sleep.main_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 80 (<class

    'int'>)

 Info
        Setting state of Light.brightness (ffw.sleep.main light) to 100
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
→ "brightness": 254.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
→ "brightness": 254.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'100'
           Value for ViDevLight.brightness (ffw.sleep.main light) is correct (Content 100 and Type is <class 'int'>)
 Success
Result (Value for ViDevLight.brightness (ffw.sleep.main_light)): 100 (<class 'int'>)
```

Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 100 (<class

→ 'int'>)

Sending message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint/set and

A.1.56 ViDevHeating.temp setp (ffw.sleep.heating valve) → HeatingValve.temp setp (ffw.sleep.heating valve)

Testresult

Info

→ 'int'>)

This test was passed with the state: Success.

Prepare: Setting devices to last state 30

```
→ payload 30

Sending message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
Received message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
   b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload

    b'{"current_heating_setpoint": 30}'

Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and
→ payload b'30'
 Success
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
       Setting state of ViDevHeating temp setp (ffw.sleep.heating valve) to 15
Info
Sending message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint/set and
\rightarrow payload 15
Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload
→ b'{"current_heating_setpoint": 15}'
Sending message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and
   payload b'15'
Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and

→ payload b'15'

Received message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffw.sleep.heating valve) is correct (Content 15 and Type is <class
 Success
          'int'>).
```

Result (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): 15 (<class 'int'>)

Expectation (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): result = 15 (<class

Sending message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint/set and

Setting state of ViDevHeating.temp setp (ffw.sleep.heating valve) to 20

Info

```
payload 20
Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
   {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and
   payload b'20'
Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and

→ payload b'20'

Received message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
 Success
          Value for HeatingValve.temp setp (ffw.sleep.heating valve) is correct (Content 20 and Type is <class
          'int'>).
Result (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): result = 20 (<class
→ 'int'>)
Info
       Setting state of ViDevHeating.temp_setp (ffw.sleep.heating_valve) to 25
Sending message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint/set and

→ payload 25

Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload
   b'{"current_heating_setpoint": 25}'
Sending message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and
   payload b'25'
Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and
→ payload b'25'
Received message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
→ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
 Success
          Value for HeatingValve.temp setp (ffw.sleep.heating valve) is correct (Content 25 and Type is <class
          'int'>).
Result (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): result = 25 (<class
→ 'int'>)
```

Info Setting state of ViDevHeating.temp_setp (ffw.sleep.heating_valve) to 30 Sending message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint/set and

→ payload 30
Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload
→ b'{"current_heating_setpoint": 30}'

Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and \hookrightarrow payload b'30'

Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and payload b'30'

Received message with topic zigbee_ffw/ffw/sleep/heating_valve and payload

b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'

Success Value for HeatingValve.temp_setp (ffw.sleep.heating_valve) is correct (Content 30 and Type is <class 'int'>).

A.1.57 ViDevLight.state (ffw.julian.main light) → Shelly.relay/0 (ffw.julian.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffw/julian/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (ffw.julian.main_light) to True

```
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/state and payload b'true'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'50'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'5'
 Success
           Value for Shelly.relay/0 (ffw.julian.main_light) is correct (Content True and Type is <class 'bool'>).
Result (Value for Shelly.relay/0 (ffw.julian.main_light)): True (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.julian.main_light)): result = True (<class 'bool'>)
 Info
       Setting state of ViDevLight.state (ffw.julian.main light) to False
Sending message with topic videv/ffw/julian/main_light/state/set and payload false
Received message with topic shellies/ffw/julian/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffw/julian/main_light/relay/0 and payload off
Received message with topic shellies/ffw/julian/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/julian/main_light/state and payload b'false'
           Value for Shelly.relay/0 (ffw.julian.main_light) is correct (Content False and Type is <class 'bool'>).
 Success
Result (Value for Shelly.relay/0 (ffw.julian.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.julian.main_light)): result = False (<class
→ 'bool'>)
        Shelly.relay/0 (ffw.julian.main light) → ViDevLight.state (ffw.julian.main light)
A 1.58
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state False
Sending message with topic videv/ffw/julian/main_light/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
       Setting state of Shelly.relay/0 (ffw.julian.main_light) to True
 Info
Sending message with topic shellies/ffw/julian/main_light/relay/0 and payload on
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffw/julian/main_light/relay/0 and payload b'on'
```

```
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",

"brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/ffw/julian/main_light/state and payload b'true'
```

Success Value for ViDevLight.state (ffw.julian.main light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (ffw.julian.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffw.julian.main_light)): result = True (<class

'bool'>)
```

Info Setting state of Shelly relay/0 (ffw.julian.main light) to False

Sending message with topic shellies/ffw/julian/main_light/relay/0 and payload off

Received message with topic shellies/ffw/julian/main_light/relay/0 and payload b'off'

Received message with topic videv/ffw/julian/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffw.julian.main_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (ffw.julian.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffw.julian.main_light)): result = False (<class

'bool'>)
```

A.1.59 ViDevLight.brightness (ffw.julian.main light) → Light.brightness (ffw.julian.main light)

Testresult

This test was passed with the state: Success.

```
Info Prepare: Switching on device
```

```
Sending message with topic shellies/ffw/julian/main_light/relay/0 and payload on

Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",

→ "brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/ffw/julian/main_light/relay/0 and payload b'on'

Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",

→ "brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/ffw/julian/main_light/state and payload b'true'
```

Info Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 100

Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",

"brightness": 254.0, "color_temp": 352.0}

Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":

254}'

Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",

"brightness": 254.0, "color_temp": 352.0}'
```

```
Received message with topic videv/ffw/julian/main_light/brightness and payload b'100'
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.brightness (ffw.julian.main light) to 0
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 0
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
   "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'0'
           Value for Light.brightness (ffw.julian.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.julian.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.julian.main_light)): result = 0 (<class 'int'>)
 Info
        Setting state of ViDevLight.brightness (ffw.julian.main light) to 20
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 20
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
\hookrightarrow 52}'
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'20'
 Success
           Value for Light.brightness (ffw.julian.main light) is correct (Content 20 and Type is <class 'int'>).
Result (Value for Light.brightness (ffw.julian.main_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.julian.main_light)): result = 20 (<class 'int'>)
 Info
       Setting state of ViDevLight brightness (ffw.julian.main light) to 40
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 40
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":

→ 102 } '

Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
```

→ "brightness": 102.0, "color_temp": 352.0}

Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",

```
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'40'
 Success
           Value for Light.brightness (ffw.julian.main light) is correct (Content 40 and Type is <class 'int'>).
Result (Value for Light.brightness (ffw.julian.main_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.julian.main_light)): result = 40 (<class 'int'>)
        Setting state of ViDevLight.brightness (ffw.julian.main light) to 60
 Info
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 60
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
   153}'
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
   "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'60'
 Success
           Value for Light.brightness (ffw.julian.main light) is correct (Content 60 and Type is <class 'int'>).
Result (Value for Light.brightness (ffw.julian.main_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.julian.main_light)): result = 60 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffw.julian.main light) to 80
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 80
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":

→ 203}¹

Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'80'
           Value for Light.brightness (ffw.julian.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (ffw.julian.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.julian.main_light)): result = 80 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (ffw.julian.main light) to 100
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 100
```

Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":

254}'

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'100'
 Success
           Value for Light brightness (ffw.julian.main light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for Light.brightness (ffw.julian.main_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (ffw.julian.main_light)): result = 100 (<class 'int'>)
A.1.60
        Light.brightness (ffw.julian.main light) → ViDevLight.brightness (ffw.julian.main light)
Testresult
This test was passed with the state: Success.
 Info
        Prepare: Switching on device
        Prepare: Setting devices to last state 100
 Info
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 100
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
        Setting state of Light.brightness (ffw.julian.main light) to 0
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
   "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'0'
           Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 0 (<class
   'int'>)
 Info
        Setting state of Light.brightness (ffw.julian.main light) to 20
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
```

"brightness": 52.0, "color_temp": 352.0}

```
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",

    "brightness": 52.0, "color_temp": 352.0}

Received message with topic videv/ffw/julian/main_light/brightness and payload b'20'
           Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 20 (<class
→ 'int'>)
 Info
        Setting state of Light.brightness (ffw.julian.main light) to 40
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic videv/ffw/julian/main_light/brightness and payload b'40'
           Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 40 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 40 (<class
→ 'int'>)
       Setting state of Light brightness (ffw.julian.main light) to 60
 Info
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'60'
           Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 60 (<class

    'int'>)

 Info
       Setting state of Light.brightness (ffw.julian.main light) to 80
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
```

Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",

Received message with topic videv/ffw/julian/main_light/brightness and payload b'80'

"brightness": 203.0, "color_temp": 352.0}'

```
Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 80 (<class
→ 'int'>)
 Info
        Setting state of Light brightness (ffw.julian.main light) to 100
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'100'
           Value for ViDevLight.brightness (ffw.julian.main light) is correct (Content 100 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 100 (<class
\hookrightarrow 'int'>)
A.1.61
         ViDevLight.color temp (ffw.julian.main light) → Light.color temp (ffw.julian.main light)
Testresult
This test was passed with the state: Success.
 Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 10
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 10
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":

→ 454}¹

Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'10'
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is \langle class 'tuple' \rangle).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
```

Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":

Setting state of ViDevLight.color temp (ffw.julian.main light) to 0

Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 0

Info

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'0'
           Value for Light.color temp (ffw.julian.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.julian.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.julian.main_light)): result = 0 (<class 'int'>)
 Info
       Setting state of ViDevLight.color_temp (ffw.julian.main_light) to 2
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 2
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":

→ 291}¹

Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'2'
 Success
           Value for Light.color temp (ffw.julian.main light) is correct (Content 2 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffw.julian.main_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.julian.main_light)): result = 2 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (ffw.julian.main light) to 4
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 4
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":

→ 332}¹

Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'4'
```

```
Value for Light.color temp (ffw.julian.main light) is correct (Content 4 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.julian.main_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.julian.main_light)): result = 4 (<class 'int'>)
       Setting state of ViDevLight.color temp (ffw.julian.main light) to 6
 Info
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 6
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":
   372}'
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
    "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'6'
           Value for Light.color temp (ffw.julian.main light) is correct (Content 6 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.julian.main_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.julian.main_light)): result = 6 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (ffw.julian.main light) to 8
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 8
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
   "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'8'
 Success
           Value for Light.color temp (ffw.julian.main light) is correct (Content 8 and Type is <class 'int'>).
Result (Value for Light.color_temp (ffw.julian.main_light)): 8 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.julian.main_light)): result = 8 (<class 'int'>)
       Setting state of ViDevLight.color temp (ffw.julian.main light) to 10
 Info
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 10
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":

→ 454}'

Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
```

→ "brightness": 254.0, "color_temp": 454.0}

```
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'10'
           Value for Light.color temp (ffw.julian.main light) is correct (Content 10 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (ffw.julian.main_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (ffw.julian.main_light)):    result = 10 (<class 'int'>)
A.1.62
        Light.color temp (ffw.julian.main light) → ViDevLight.color temp (ffw.julian.main light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 10
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
        Setting state of Light.color temp (ffw.julian.main light) to 0
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'0'
           Value for ViDevLight.color temp (ffw.julian.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 0 (<class

    'int'>)

 Info
       Setting state of Light.color_temp (ffw.julian.main_light) to 2
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
```

```
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'2'
           Value for ViDevLight.color temp (ffw.julian.main_light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 2 (<class
→ 'int'>)
       Setting state of Light.color temp (ffw.julian.main light) to 4
 Info
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'4'
           Value for ViDevLight.color_temp (ffw.julian.main_light) is correct (Content 4 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 4 (<class
→ 'int'>)
 Info
       Setting state of Light.color temp (ffw.julian.main light) to 6
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'6'
           Value for ViDevLight.color temp (ffw.julian.main light) is correct (Content 6 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 6 (<class
→ 'int'>)
       Setting state of Light.color temp (ffw.julian.main light) to 8
 Info
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 413.0}'
```

Received message with topic videv/ffw/julian/main_light/color_temp and payload b'8'

Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 8 (<class 'int'>)

Value for ViDevLight.color temp (ffw.julian.main light) is correct (Content 8 and Type is <class 'int'>).

Success

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```
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)):    result = 8 (<class

    'int'>)

       Setting state of Light.color temp (ffw.julian.main light) to 10
 Info
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'10'
          Value for ViDevLight.color temp (ffw.julian.main light) is correct (Content 10 and Type is <class
 Success
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 10 (<class
→ 'int'>)
        ViDevHeating.temp setp (ffw.julian.heating valve) \rightarrow HeatingValve.temp setp (ffw.julian.heating valve)
Testresult
This test was passed with the state: Success.
       Prepare: Setting devices to last state 30
 Info
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and

→ payload 30

Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and

→ payload b'30'

Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
 Info
       Setting state of ViDevHeating temp—setp (ffw.julian heating—valve) to 15
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and
```

→ payload 15

```
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload

    b'{"current_heating_setpoint": 15}'

Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
   payload b'15'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
   payload b'15'
Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
   b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
 Success
          Value for HeatingValve.temp_setp (ffw.julian.heating_valve) is correct (Content 15 and Type is <class
           'int'>).
Result (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): result = 15 (<class

    'int'>)

 Info
       Setting state of ViDevHeating temp setp (ffw.julian.heating valve) to 20
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and
→ payload 20
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload

    b'{"current_heating_setpoint": 20}'

Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload

→ {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}

Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
\hookrightarrow payload b'20'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
   payload b'20'
Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
   b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
 Success
          Value for HeatingValve.temp setp (ffw.julian.heating valve) is correct (Content 20 and Type is <class
           'int'>).
Result (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): result = 20 (<class
→ 'int'>)
 Info
       Setting state of ViDevHeating temp setp (ffw.julian.heating valve) to 25
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and
→ payload 25
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
→ b'{"current_heating_setpoint": 25}'
```

```
Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
→ payload b'25'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and

→ payload b'25'

Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
→ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
Success
          Value for HeatingValve.temp_setp (ffw.julian.heating_valve) is correct (Content 25 and Type is <class
Result (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): result = 25 (<class
→ 'int'>)
Info
       Setting state of ViDevHeating temp setp (ffw.julian.heating valve) to 30
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and

→ payload 30

Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
→ payload b'30'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and

→ payload b'30'

Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffw.julian.heating valve) is correct (Content 30 and Type is <class
Success
Result (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): 30 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): result = 30 (<class
→ 'int'>)
```

A.1.64 ViDevLight.state (ffw.bath.main light) \rightarrow Shelly.relay/0 (ffw.bath.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffw/bath/main_light/state/set and payload false

Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>). Success Result (Start state (master, slave)): (False, False) (<class 'tuple'>) Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>) Info Setting state of ViDevLight state (ffw.bath.main light) to True Sending message with topic videv/ffw/bath/main_light/state/set and payload true Received message with topic shellies/ffw/bath/main_light/relay/0/command and payload b'on' Sending message with topic shellies/ffw/bath/main_light/relay/0 and payload on Received message with topic shellies/ffw/bath/main_light/relay/0 and payload b'on' Received message with topic videv/ffw/bath/main_light/state and payload b'true' Success Value for Shelly.relay/0 (ffw.bath.main light) is correct (Content True and Type is <class 'bool'>). Result (Value for Shelly.relay/O (ffw.bath.main_light)): True (<class 'bool'>) Expectation (Value for Shelly.relay/0 (ffw.bath.main_light)): result = True (<class 'bool'>) Info Setting state of ViDevLight.state (ffw.bath.main light) to False Sending message with topic videv/ffw/bath/main_light/state/set and payload false Received message with topic shellies/ffw/bath/main_light/relay/0/command and payload b'off' Sending message with topic shellies/ffw/bath/main_light/relay/0 and payload off Received message with topic shellies/ffw/bath/main_light/relay/0 and payload b'off' Received message with topic videv/ffw/bath/main_light/state and payload b'false' Value for Shelly.relay/0 (ffw.bath.main light) is correct (Content False and Type is <class 'bool'>). Success Result (Value for Shelly.relay/0 (ffw.bath.main_light)): False (<class 'bool'>) Expectation (Value for Shelly.relay/0 (ffw.bath.main_light)): result = False (<class 'bool'>) A.1.65 Shelly.relay /0 (ffw.bath.main light) → ViDevLight.state (ffw.bath.main light) **Testresult** This test was passed with the state: Success. Info Prepare: Setting devices to last state False Sending message with topic videv/ffw/bath/main_light/state/set and payload false

Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Success

Info Setting state of Shelly.relay/0 (ffw.bath.main light) to True

Sending message with topic shellies/ffw/bath/main_light/relay/0 and payload on Received message with topic shellies/ffw/bath/main_light/relay/0 and payload b'on' Received message with topic videv/ffw/bath/main_light/state and payload b'true'

Success Value for ViDevLight.state (ffw.bath.main light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (ffw.bath.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (ffw.bath.main_light)): result = True (<class 'bool'>)

Info Setting state of Shelly relay/0 (ffw.bath.main light) to False

Sending message with topic shellies/ffw/bath/main_light/relay/0 and payload off

Received message with topic shellies/ffw/bath/main_light/relay/0 and payload b'off'

Received message with topic videv/ffw/bath/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffw.bath.main_light) is correct (Content False and Type is <class 'bool'>).

A.1.66 ViDevHeating.temp setp (ffw.bath.heating valve) → HeatingValve.temp setp (ffw.bath.heating valve)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state 30

Sending message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint/set and payload 30

Received message with topic zigbee_ffw/ffw/bath/heating_valve/set and payload b'{"current_heating_setpoint": 30}'

Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and payload b'30'

Received message with topic zigbee_ffw/ffw/bath/heating_valve and payload

b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'

```
Success
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
       Setting state of ViDevHeating.temp setp (ffw.bath.heating valve) to 15
Info
Sending message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint/set and
→ payload 15
Received message with topic zigbee_ffw/ffw/bath/heating_valve/set and payload
   b'{"current_heating_setpoint": 15}'
Sending message with topic zigbee_ffw/ffw/bath/heating_valve and payload
Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and
\rightarrow payload b'15'
Received message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint and payload
\hookrightarrow b'15'
Received message with topic zigbee_ffw/ffw/bath/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 15 and Type is <class
Success
          'int'>).
Result (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): result = 15 (<class
→ 'int'>)
Info
       Setting state of ViDevHeating.temp_setp (ffw.bath.heating_valve) to 20
Sending message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint/set and
→ payload 20
Received message with topic zigbee_ffw/ffw/bath/heating_valve/set and payload

    b'{"current_heating_setpoint": 20}'

Sending message with topic zigbee_ffw/ffw/bath/heating_valve and payload
Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint and payload
Received message with topic zigbee_ffw/ffw/bath/heating_valve and payload
→ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 20 and Type is <class
```

Result (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): 20 (<class 'int'>)

Success

'int'>).

Expectation (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): result = 20 (<class

```
    'int'>)

Info
       Setting state of ViDevHeating.temp setp (ffw.bath.heating valve) to 25
Sending message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint/set and
→ payload 25
Received message with topic zigbee_ffw/ffw/bath/heating_valve/set and payload

    b'{"current_heating_setpoint": 25}'

Sending message with topic zigbee_ffw/ffw/bath/heating_valve and payload
Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and

→ payload b'25'

Received message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint and payload
→ b'25'
Received message with topic zigbee_ffw/ffw/bath/heating_valve and payload
→ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
Success
          Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 25 and Type is <class
          'int'>).
Result (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): result = 25 (<class
\hookrightarrow 'int'>)
Info
       Setting state of ViDevHeating temp setp (ffw.bath.heating valve) to 30
Sending message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint/set and

→ payload 30

Received message with topic zigbee_ffw/ffw/bath/heating_valve/set and payload

    b'{"current_heating_setpoint": 30}'

Sending message with topic zigbee_ffw/ffw/bath/heating_valve and payload
Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint and payload
\hookrightarrow b'30'
Received message with topic zigbee_ffw/ffw/bath/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (ffw.bath.heating valve) is correct (Content 30 and Type is <class
 Success
          'int'>).
```

Result (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): 30 (<class 'int'>)

→ 'int'>)

Expectation (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): result = 30 (<class

A.1.67 ViDevLight.state (ffw.floor.main light) → Shelly.relay/0 (ffw.floor.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffw/floor/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (ffw.floor.main_light) to True

Sending message with topic videv/ffw/floor/main_light/state/set and payload true

Received message with topic shellies/ffw/floor/main_light/relay/0/command and payload b'on'

Sending message with topic shellies/ffw/floor/main_light/relay/0 and payload on

Received message with topic shellies/ffw/floor/main_light/relay/0 and payload b'on'

Received message with topic videv/ffw/floor/main_light/state and payload b'true'

Success Value for Shelly.relay/0 (ffw.floor.main light) is correct (Content True and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffw.floor.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffw.floor.main_light)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (ffw.floor.main_light) to False

Sending message with topic videv/ffw/floor/main_light/state/set and payload false

Received message with topic shellies/ffw/floor/main_light/relay/0/command and payload b'off'

Sending message with topic shellies/ffw/floor/main_light/relay/0 and payload off

Received message with topic shellies/ffw/floor/main_light/relay/0 and payload b'off'

Received message with topic videv/ffw/floor/main_light/state and payload b'false'

Success Value for Shelly.relay/0 (ffw.floor.main light) is correct (Content False and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (ffw.floor.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffw.floor.main_light)): result = False (<class 'bool'>)

A.1.68 Shelly.relay/0 (ffw.floor.main light) \rightarrow ViDevLight.state (ffw.floor.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/ffw/floor/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly.relay/0 (ffw.floor.main light) to True

Sending message with topic shellies/ffw/floor/main_light/relay/0 and payload on Received message with topic shellies/ffw/floor/main_light/relay/0 and payload b'on' Received message with topic videv/ffw/floor/main_light/state and payload b'true'

Success Value for ViDevLight.state (ffw.floor.main light) is correct (Content True and Type is <class 'bool'>).

Info Setting state of Shelly.relay/0 (ffw.floor.main light) to False

Sending message with topic shellies/ffw/floor/main_light/relay/0 and payload off
Received message with topic shellies/ffw/floor/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/floor/main_light/state and payload b'false'

Success Value for ViDevLight.state (ffw.floor.main light) is correct (Content False and Type is <class 'bool'>).

A.1.69 ViDevLight.state (gfw.dirk.main light) → Shelly.relay/0 (gfw.dirk.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/main_light/state/set and payload false

```
Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
```

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

Info Setting state of ViDevLight state (gfw.dirk.main light) to True

```
Sending message with topic videv/gfw/dirk/main_light/state/set and payload true

Received message with topic shellies/gfw/dirk/main_light/relay/0/command and payload b'on'

Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload on

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",

"brightness": 127.0, "color_temp": 352.0}

Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'on'

Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",

"brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/gfw/dirk/main_light/state and payload b'true'

Received message with topic videv/gfw/dirk/main_light/brightness and payload b'50'

Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'5'
```

 ${\sf Success} \qquad {\sf Value\ for\ Shelly.relay/0\ (gfw.dirk.main_light)\ is\ correct\ ({\sf Content\ True\ and\ Type\ is\ }<{\sf class\ 'bool'}>).}$

```
Result (Value for Shelly.relay/0 (gfw.dirk.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (gfw.dirk.main_light)): result = True (<class 'bool'>)
```

Info Setting state of ViDevLight.state (gfw.dirk.main_light) to False

Sending message with topic videv/gfw/dirk/main_light/state/set and payload false

Received message with topic shellies/gfw/dirk/main_light/relay/0/command and payload b'off'

Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload off

Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'off'

Received message with topic videv/gfw/dirk/main_light/state and payload b'false'

Success Value for Shelly.relay/0 (gfw.dirk.main light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for Shelly.relay/0 (gfw.dirk.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (gfw.dirk.main_light)): result = False (<class 'bool'>)
```

A.1.70 Shelly.relay/0 (gfw.dirk.main light) → ViDevLight.state (gfw.dirk.main light)

Testresult

This test was passed with the state: Success.

```
Info Prepare: Setting devices to last state False
```

Sending message with topic videv/gfw/dirk/main_light/state/set and payload false

```
Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
        Setting state of Shelly.relay/0 (gfw.dirk.main light) to True
Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload on
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/dirk/main_light/state and payload b'true'
 Success
           Value for ViDevLight.state (gfw.dirk.main light) is correct (Content True and Type is <class 'bool'>).
Result (Value for ViDevLight.state (gfw.dirk.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.main_light)): result = True (<class 'bool'>)
 Info
        Setting state of Shelly relay/0 (gfw.dirk.main light) to False
Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload off
Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'off'
Received message with topic videv/gfw/dirk/main_light/state and payload b'false'
 Success
           Value for ViDevLight.state (gfw.dirk.main light) is correct (Content False and Type is <class 'bool'>).
Result (Value for ViDevLight.state (gfw.dirk.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.main_light)): result = False (<class
→ 'bool'>)
A.1.71
         ViDevLight.state (gfw.dirk.desk light) → Light.state (gfw.dirk.desk light)
Testresult
This test was passed with the state: Success.
 Info
        Prepare: Setting devices to last state False
```

Sending message with topic videv/gfw/dirk/desk_light/state/set and payload false

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Success

Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"state": "off"}'

Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

```
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.state (gfw.dirk.desk light) to True
Sending message with topic videv/gfw/dirk/desk_light/state/set and payload true
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"state": "on"}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'true'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'50'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'5'
 Success
           Value for Light.state (gfw.dirk.desk light) is correct (Content True and Type is <class 'bool'>).
Result (Value for Light.state (gfw.dirk.desk_light)): True (<class 'bool'>)
Expectation (Value for Light.state (gfw.dirk.desk_light)): result = True (<class 'bool'>)
 Info
       Setting state of ViDevLight.state (gfw.dirk.desk_light) to False
Sending message with topic videv/gfw/dirk/desk_light/state/set and payload false
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"state": "off"}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'false'
           Value for Light.state (gfw.dirk.desk light) is correct (Content False and Type is <class 'bool'>).
 Success
Result (Value for Light.state (gfw.dirk.desk_light)): False (<class 'bool'>)
Expectation (Value for Light.state (gfw.dirk.desk_light)): result = False (<class 'bool'>)
A.1.72
        Light.state (gfw.dirk.desk light) → ViDevLight.state (gfw.dirk.desk light)
Testresult
This test was passed with the state: Success.
```

Info

Success

Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/desk_light/state/set and payload false

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

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```
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
        Setting state of Light state (gfw.dirk.desk light) to True
 Info
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
   "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'true'
 Success
           Value for ViDevLight.state (gfw.dirk.desk light) is correct (Content True and Type is <class 'bool'>).
Result (Value for ViDevLight.state (gfw.dirk.desk_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.desk_light)): result = True (<class 'bool'>)
 Info
        Setting state of Light state (gfw.dirk.desk light) to False
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/dirk/desk_light/state and payload b'false'
 Success
           Value for ViDevLight.state (gfw.dirk.desk light) is correct (Content False and Type is <class 'bool'>).
Result (Value for ViDevLight.state (gfw.dirk.desk_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.desk_light)): result = False (<class
→ 'bool'>)
A.1.73
         ViDevLight.state (gfw.dirk.pc dock) → Powerplug1P.state (gfw.dirk.dock)
Testresult
This test was passed with the state: Success.
        Prepare: Setting devices to last state False
 Info
Sending message with topic videv/gfw/dirk/pc_dock/state/set and payload false
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
        Setting state of ViDevLight.state (gfw.dirk.pc dock) to True
```

Sending message with topic videv/gfw/dirk/pc_dock/state/set and payload true

Received message with topic zigbee_gfw/gfw/dirk/dock/set and payload b'{"state": "on"}'

Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "on"}

Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "on"}'

Received message with topic videv/gfw/dirk/pc_dock/state and payload b'true'

Success Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug1P.state (gfw.dirk.dock)): True (<class 'bool'>)

Expectation (Value for Powerplug1P.state (gfw.dirk.dock)): result = True (<class 'bool'>)

Info Setting state of ViDevLight state (gfw.dirk.pc dock) to False

Sending message with topic videv/gfw/dirk/pc_dock/state/set and payload false

Received message with topic zigbee_gfw/gfw/dirk/dock/set and payload b'{"state": "off"}'

Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "off"}

Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "off"}'

Received message with topic videv/gfw/dirk/pc_dock/state and payload b'false'

Success Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug1P.state (gfw.dirk.dock)): False (<class 'bool'>)

Expectation (Value for Powerplug1P.state (gfw.dirk.dock)): result = False (<class 'bool'>)

A.1.74 Powerplug1P.state (gfw.dirk.dock) → ViDevLight.state (gfw.dirk.pc dock)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/pc_dock/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug1P.state (gfw.dirk.dock) to True

Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "on"}

Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "on"}'

Received message with topic videv/gfw/dirk/pc_dock/state and payload b'true'

Success Value for ViDevLight.state (gfw.dirk.pc dock) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.pc_dock)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.pc_dock)): result = True (<class 'bool'>)

Info Setting state of Powerplug1P.state (gfw.dirk.dock) to False

Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "off"}

Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "off"}'

Received message with topic videv/gfw/dirk/pc_dock/state and payload b'false'

Success Value for ViDevLight.state (gfw.dirk.pc dock) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.pc_dock)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.pc_dock)): result = False (<class 'bool'>)

A.1.75 ViDevLight.state (gfw.dirk.amplifier) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/amplifier/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (gfw.dirk.amplifier) to True

Sending message with topic videv/gfw/dirk/amplifier/state/set and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): True (<class 'bool'>)

Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (gfw.dirk.amplifier) to False

Sending message with topic videv/gfw/dirk/amplifier/state/set and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)

Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class 'bool'>)

A.1.76 Powerplug4P.amplifier (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.amplifier)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/amplifier/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug4P.amplifier (gfw.dirk.powerplug) to True

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for ViDevLight.state (gfw.dirk.amplifier) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.amplifier)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.amplifier)): result = True (<class 'bool'>)

Info Setting state of Powerplug4P.amplifier (gfw.dirk.powerplug) to False

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Value for ViDevLight.state (gfw.dirk.amplifier) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.amplifier)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.amplifier)): result = False (<class 'bool'>)

A.1.77 ViDevLight.state (gfw.dirk.phono) → Powerplug4P.phono (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/phono/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (gfw.dirk.phono) to True

Sending message with topic videv/gfw/dirk/phono/state/set and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/2/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/phono/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for Powerplug4P.phono (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug4P.phono (gfw.dirk.powerplug)): True (<class 'bool'>)
Expectation (Value for Powerplug4P.phono (gfw.dirk.powerplug)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (gfw.dirk.phono) to False

Sending message with topic videv/gfw/dirk/phono/state/set and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/2/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/phono/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Value for Powerplug4P.phono (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug4P.phono (gfw.dirk.powerplug)): False (<class 'bool'>)

Expectation (Value for Powerplug4P.phono (gfw.dirk.powerplug)): result = False (<class 'bool'>)

A.1.78 Powerplug4P.phono (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.phono)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/phono/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to True

Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/phono/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for ViDevLight.state (gfw.dirk.phono) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.phono)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.phono)): result = True (<class 'bool'>)

Info Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to False

Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/phono/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Value for ViDevLight.state (gfw.dirk.phono) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.phono)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.phono)): result = False (<class 'bool'>)

A.1.79 ViDevLight.state (gfw.dirk.cd player) → Powerplug4P.cd-player (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/cd_player/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

Info Setting state of ViDevLight.state (gfw.dirk.cd player) to True

Sending message with topic videv/gfw/dirk/cd_player/state/set and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/3/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/cd_player/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for Powerplug4P.cd-player (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): True (<class 'bool'>)

Expectation (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): result = True (<class 'bool'>)
```

Info Setting state of ViDevLight.state (gfw.dirk.cd_player) to False

Sending message with topic videv/gfw/dirk/cd_player/state/set and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/3/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/cd_player/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Success Value for Powerplug4P.cd-player (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): False (<class 'bool'>)

Expectation (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): result = False (<class 'bool'>)
```

A.1.80 Powerplug4P.cd-player (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.cd player)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/cd_player/state/set and payload false Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to True

Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/cd_player/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/powerplug/output/1 and payload b'true'

Success Value for ViDevLight.state (gfw.dirk.cd player) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.cd_player)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.cd_player)): result = True (<class 'bool'>)

Info Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to False

Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/cd_player/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Success Value for ViDevLight.state (gfw.dirk.cd_player) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.cd_player)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.cd_player)): result = False (<class 'bool'>)

A.1.81 ViDevLight.state (gfw.dirk.bt) → Powerplug4P.bluetooth (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/bt/state/set and payload false
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (gfw.dirk.bt) to True

Sending message with topic videv/gfw/dirk/bt/state/set and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/4/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/bt/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/powerplug/output/1 and payload b'true'

Success Value for Powerplug4P.bluetooth (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): True (<class 'bool'>)

Expectation (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (gfw.dirk.bt) to False

Sending message with topic videv/gfw/dirk/bt/state/set and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/4/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/bt/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/powerplug/output/1 and payload b'false'

Success Value for Powerplug4P.bluetooth (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): False (<class 'bool'>)

Expectation (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): result = False (<class

'bool'>)

A.1.82 Powerplug4P.bluetooth (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.bt)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/dirk/bt/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to True

Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/bt/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for ViDevLight.state (gfw.dirk.bt) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.dirk.bt)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.bt)): result = True (<class 'bool'>)

Info Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to False

Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/bt/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Value for ViDevLight.state (gfw.dirk.bt) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.dirk.bt)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.dirk.bt)): result = False (<class 'bool'>)
```

A.1.83 Powerplug4P.phono (gfw.dirk.powerplug) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to True

Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/phono/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/powerplug/output/1 and payload b'true'

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): True (<class 'bool'>)

Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = True (<class 'bool'>)

Info Setting state of Powerplug4P.phono (gfw.dirk.powerplug) to False

Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/phono/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)

Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class 'bool'>)

A.1.84 Powerplug4P.cd-player (gfw.dirk.powerplug) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to True

Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/cd_player/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): True (<class 'bool'>)

Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = True (<class 'bool'>)

Info Setting state of Powerplug4P.cd-player (gfw.dirk.powerplug) to False

Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

Received message with topic videv/gfw/dirk/cd_player/state and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is <class 'bool'>).

Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)

Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class

'bool'>)

A.1.85 Powerplug4P.bluetooth (gfw.dirk.powerplug) \rightarrow Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to True

Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload true

Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true

Received message with topic videv/gfw/dirk/bt/state and payload b'true'

Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'

Success Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): True (<class 'bool'>)

Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = True (<class 'bool'>)

Info Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to False

Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload false

Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'false'

Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'

Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false

```
Received message with topic videv/gfw/dirk/bt/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
 Success
           Value for Powerplug4P.amplifier (gfw.dirk.powerplug) is correct (Content False and Type is <class
           'bool'>).
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class
→ 'bool'>)
A.1.86
        ViDevLight.brightness (gfw.dirk.main light) → Light.brightness (gfw.dirk.main light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload on
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
\hookrightarrow "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/state and payload b'true'
       Prepare: Setting devices to last state 100
 Info
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 100
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
```

```
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":

$\topic 254\}'$

Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",

$\topic \text{"brightness": 254.0, "color_temp": 352.0}'$

Received message with topic videv/gfw/dirk/main_light/brightness and payload b'100'
```

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

```
Info Setting state of ViDevLight.brightness (gfw.dirk.main_light) to 0
```

Success

Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 0

```
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
→ 1}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",

    "brightness": 1.0, "color_temp": 352.0}

Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'0'
 Success
           Value for Light.brightness (gfw.dirk.main_light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.dirk.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 0 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.main light) to 20
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 20
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":

→ 52}¹

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
   "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'20'
 Success
           Value for Light.brightness (gfw.dirk.main light) is correct (Content 20 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.dirk.main_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 20 (<class 'int'>)
 Info
       Setting state of ViDevLight brightness (gfw.dirk.main light) to 40
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 40
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":

→ 102}¹

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
\rightarrow "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'40'
           Value for Light.brightness (gfw.dirk.main light) is correct (Content 40 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.dirk.main_light)): 40 (<class 'int'>)
```

Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 40 (<class 'int'>)

Setting state of ViDevLight brightness (gfw.dirk.main light) to 60

Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 60

Info

```
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":

→ 153}¹

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'60'
           Value for Light.brightness (gfw.dirk.main light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.dirk.main_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 60 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.main light) to 80
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 80
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":

→ 203}¹

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'80'
 Success
           Value for Light.brightness (gfw.dirk.main light) is correct (Content 80 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.dirk.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 80 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.main light) to 100
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 100
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
   254}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'100'
 Success
           Value for Light.brightness (gfw.dirk.main light) is correct (Content 100 and Type is <class 'int'>).
```

Result (Value for Light.brightness (gfw.dirk.main_light)): 100 (<class 'int'>)

Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 100 (<class 'int'>)

A.1.87 Light.brightness (gfw.dirk.main light) ViDevLight.brightness (gfw.dirk.main light)

Testresult

```
This test was passed with the state: Success.
```

```
Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 100
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 100
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
        Setting state of Light.brightness (gfw.dirk.main light) to 0
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'0'
 Success
           Value for ViDevLight.brightness (gfw.dirk.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 0 (<class

    'int'>)

        Setting state of Light.brightness (gfw.dirk.main light) to 20
 Info
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
   "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'20'
           Value for ViDevLight.brightness (gfw.dirk.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 20 (<class

    'int'>)
```

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",

Setting state of Light.brightness (gfw.dirk.main light) to 40

→ "brightness": 254.0, "color_temp": 352.0}

Info

```
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'40'
           Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 40 and Type is <class 'int'>)
 Success
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 40 (<class
   'int'>)
 Info
       Setting state of Light.brightness (gfw.dirk.main light) to 60
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
\rightarrow "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'60'
 Success
           Value for ViDevLight.brightness (gfw.dirk.main light) is correct (Content 60 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 60 (<class</pre>
→ 'int'>)
 Info
       Setting state of Light.brightness (gfw.dirk.main light) to 80
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'80'
           Value for ViDevLight.brightness (gfw.dirk.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 80 (<class
→ 'int'>)
 Info
       Setting state of Light brightness (gfw.dirk.main light) to 100
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
```

```
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'100'
 Success
           Value for ViDevLight.brightness (gfw.dirk.main light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 100 (<class

    'int'>)

A 1.88
        ViDevLight.color temp (gfw.dirk.main light) → Light.color temp (gfw.dirk.main light)
Testresult
This test was passed with the state: Success.
       Prepare: Switching on device
 Info
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 10
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":

→ 454}'

Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'10'
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.color_temp (gfw.dirk.main_light) to 0
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 0
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
   250}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",

    "brightness": 254.0, "color_temp": 250.0}

Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'0'
```

```
Value for Light.color temp (gfw.dirk.main light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (gfw.dirk.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.main_light)): result = 0 (<class 'int'>)
       Setting state of ViDevLight color temp (gfw.dirk.main light) to 2
 Info
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 2
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
   291}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
    "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'2'
           Value for Light.color temp (gfw.dirk.main light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (gfw.dirk.main_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.main_light)): result = 2 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (gfw.dirk.main light) to 4
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 4
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
   "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'4'
 Success
           Value for Light.color temp (gfw.dirk.main light) is correct (Content 4 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.dirk.main_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.main_light)): result = 4 (<class 'int'>)
       Setting state of ViDevLight.color temp (gfw.dirk.main light) to 6
 Info
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 6
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":

→ 372}¹

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
```

→ "brightness": 254.0, "color_temp": 372.0}

```
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'6'
           Value for Light.color temp (gfw.dirk.main light) is correct (Content 6 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (gfw.dirk.main_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.main_light)): result = 6 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (gfw.dirk.main light) to 8
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 8
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
\hookrightarrow 413}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'8'
 Success
           Value for Light.color temp (gfw.dirk.main light) is correct (Content 8 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.dirk.main_light)): 8 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.main_light)): result = 8 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (gfw.dirk.main light) to 10
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 10
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":

→ 454}¹

Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'10'
 Success
           Value for Light.color temp (gfw.dirk.main light) is correct (Content 10 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.dirk.main_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.main_light)): result = 10 (<class 'int'>)
```

A.1.89 Light.color temp (gfw.dirk.main light) -> ViDevLight.color temp (gfw.dirk.main light)

Testresult

```
This test was passed with the state: Success.
```

```
Info
       Prepare: Switching on device
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 10
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
       Setting state of Light.color temp (gfw.dirk.main light) to 0
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'0'
 Success
           Value for ViDevLight.color temp (gfw.dirk.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 0 (<class

    'int'>)

       Setting state of Light.color temp (gfw.dirk.main light) to 2
 Info
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'2'
           Value for ViDevLight.color temp (gfw.dirk.main light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 2 (<class

    'int'>)
```

Setting state of Light.color_temp (gfw.dirk.main_light) to 4

→ "brightness": 254.0, "color_temp": 454.0}

Info

```
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'4'
           Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 4 and Type is <class 'int'>)
 Success
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 4 (<class
→ 'int'>)
 Info
       Setting state of Light color temp (gfw.dirk.main light) to 6
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'6'
 Success
           Value for ViDevLight.color temp (gfw.dirk.main light) is correct (Content 6 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 6 (<class</pre>
→ 'int'>)
 Info
       Setting state of Light color temp (gfw.dirk.main light) to 8
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'8'
           Value for ViDevLight.color temp (gfw.dirk.main light) is correct (Content 8 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 8 (<class
→ 'int'>)
 Info
       Setting state of Light.color temp (gfw.dirk.main light) to 10
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
```

```
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'10'
           Value for ViDevLight.color temp (gfw.dirk.main light) is correct (Content 10 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 10 (<class
\hookrightarrow 'int'>)
A.1.90
        ViDevLight.brightness (gfw.dirk.desk light) → Light.brightness (gfw.dirk.desk light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Switching on device
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'true'
 Info
        Prepare: Setting devices to last state 100
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 100
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
   254}'
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'100'
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.desk light) to 0
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 0
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
→ 1}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
```

→ "brightness": 1.0, "color_temp": 352.0}

```
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'0'
           Value for Light.brightness (gfw.dirk.desk light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.dirk.desk_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.desk_light)): result = 0 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.desk light) to 20
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 20
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
\hookrightarrow
   52}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'20'
           Value for Light.brightness (gfw.dirk.desk light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.dirk.desk_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.desk_light)): result = 20 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.desk light) to 40
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 40
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":

→ 102}¹

Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'40'
 Success
           Value for Light.brightness (gfw.dirk.desk light) is correct (Content 40 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.dirk.desk_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.desk_light)): result = 40 (<class 'int'>)
       Setting state of ViDevLight.brightness (gfw.dirk.desk light) to 60
 Info
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 60
```

Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":

→ 153}¹

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'60'
 Success
           Value for Light brightness (gfw.dirk.desk light) is correct (Content 60 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.dirk.desk_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.desk_light)): result = 60 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.desk light) to 80
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 80
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
   "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
   "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'80'
           Value for Light.brightness (gfw.dirk.desk light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.dirk.desk_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.desk_light)): result = 80 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.dirk.desk light) to 100
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 100
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
   254}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'100'
 Success
           Value for Light.brightness (gfw.dirk.desk light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.dirk.desk_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.desk_light)): result = 100 (<class 'int'>)
```

A.1.91 Light.brightness (gfw.dirk.desk light) ViDevLight.brightness (gfw.dirk.desk light)

Testresult

```
This test was passed with the state: Success.
```

```
Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 100
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 100
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
        Setting state of Light brightness (gfw.dirk.desk light) to 0
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'0'
 Success
           Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 0 (<class

    'int'>)

        Setting state of Light.brightness (gfw.dirk.desk light) to 20
 Info
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
   "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'20'
           Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 20 (<class

    'int'>)
```

Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",

Setting state of Light brightness (gfw.dirk.desk_light) to 40

→ "brightness": 102.0, "color_temp": 352.0}

Info

```
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'40'
           Value for ViDevLight.brightness (gfw.dirk.desk_light) is correct (Content 40 and Type is <class 'int'>)
 Success
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 40 (<class
   'int'>)
 Info
       Setting state of Light brightness (gfw.dirk.desk light) to 60
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
\rightarrow "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'60'
 Success
           Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 60 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 60 (<class</pre>
→ 'int'>)
 Info
       Setting state of Light brightness (gfw.dirk.desk light) to 80
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'80'
           Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 80 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 80 (<class
→ 'int'>)
 Info
       Setting state of Light brightness (gfw.dirk.desk light) to 100
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'100'
 Success
           Value for ViDevLight.brightness (gfw.dirk.desk light) is correct (Content 100 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 100 (<class

    'int'>)

A 1.92
        ViDevLight.color temp (gfw.dirk.desk light) → Light.color temp (gfw.dirk.desk light)
Testresult
This test was passed with the state: Success.
       Prepare: Switching on device
 Info
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 10
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":

→ 454}'

Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'10'
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 0
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 0
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":

→ 250}¹
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",

    "brightness": 254.0, "color_temp": 250.0}

Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'0'
```

```
Value for Light.color temp (gfw.dirk.desk light) is correct (Content 0 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 0 (<class 'int'>)
 Info
       Setting state of ViDevLight color temp (gfw.dirk.desk light) to 2
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 2
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
   291}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
    "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'2'
 Success
           Value for Light.color temp (gfw.dirk.desk light) is correct (Content 2 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 2 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (gfw.dirk.desk light) to 4
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 4
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
   "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'4'
 Success
           Value for Light.color temp (gfw.dirk.desk light) is correct (Content 4 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 4 (<class 'int'>)
       Setting state of ViDevLight.color temp (gfw.dirk.desk light) to 6
 Info
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 6
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":

→ 372}¹

Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
```

→ "brightness": 254.0, "color_temp": 372.0}

```
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'6'
           Value for Light.color temp (gfw.dirk.desk light) is correct (Content 6 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 6 (<class 'int'>)
 Info
       Setting state of ViDevLight color temp (gfw.dirk.desk light) to 8
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 8
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
\hookrightarrow 413}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'8'
 Success
           Value for Light.color temp (gfw.dirk.desk light) is correct (Content 8 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 8 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 8 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (gfw.dirk.desk light) to 10
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 10
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":

→ 454}¹

Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'10'
 Success
           Value for Light.color temp (gfw.dirk.desk light) is correct (Content 10 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 10 (<class 'int'>)
```

A.1.93 Light.color temp (gfw.dirk.desk light) ViDevLight.color temp (gfw.dirk.desk light)

Testresult

```
This test was passed with the state: Success.
```

```
Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 10
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 10
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
        Setting state of Light.color temp (gfw.dirk.desk light) to 0
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'0'
 Success
           Value for ViDevLight.color temp (gfw.dirk.desk light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 0 (<class

    'int'>)

        Setting state of Light.color temp (gfw.dirk.desk light) to 2
 Info
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'2'
           Value for ViDevLight.color temp (gfw.dirk.desk light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)):    result = 2 (<class

    'int'>)
```

Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",

Setting state of Light.color_temp (gfw.dirk.desk_light) to 4

Info

```
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'4'
           Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 4 and Type is <class 'int'>)
 Success
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)):    result = 4 (<class
→ 'int'>)
 Info
       Setting state of Light color temp (gfw.dirk.desk light) to 6
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'6'
 Success
           Value for ViDevLight.color temp (gfw.dirk.desk light) is correct (Content 6 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 6 (<class</pre>
→ 'int'>)
 Info
       Setting state of Light.color temp (gfw.dirk.desk light) to 8
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'8'
           Value for ViDevLight.color temp (gfw.dirk.desk light) is correct (Content 8 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 8 (<class
→ 'int'>)
 Info
       Setting state of Light.color_temp (gfw.dirk.desk_light) to 10
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
```

Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",

→ "brightness": 254.0, "color_temp": 454.0}'

```
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'10'
 Success
          Value for ViDevLight.color temp (gfw.dirk.desk light) is correct (Content 10 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 10 (<class

    'int'>)

       ViDevHeating.temp setp (gfw.dirk.heating valve) → HeatingValve.temp setp (gfw.dirk.heating valve)
Testresult
This test was passed with the state: Success.
       Prepare: Setting devices to last state 30
Info
Sending message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint/set and
→ payload 30
Sending message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
Received message with topic zigbee_gfw/gfw/dirk/heating_valve/set and payload

    b'{"current_heating_setpoint": 30}'

Received message with topic videv/gfw/dirk/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint and payload
Received message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
 Success
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
       Setting state of ViDevHeating.temp_setp (gfw.dirk.heating_valve) to 15
Info
Sending message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint/set and
Received message with topic zigbee_gfw/gfw/dirk/heating_valve/set and payload
→ b'{"current_heating_setpoint": 15}'
Sending message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
Received message with topic videv/gfw/dirk/heating_valve/valve_temperature_setpoint and
→ payload b'15'
```

```
Received message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint and payload

→ b'15'

Received message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_gfw/gfw/dirk/heating_valve/set and payload
→ b'{"current_heating_setpoint": 15}'
           Value for HeatingValve.temp setp (gfw.dirk.heating valve) is correct (Content 15 and Type is <class
 Success
           'int'>).
Result (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): result = 15 (<class
→ 'int'>)
       Setting state of ViDevHeating.temp setp (gfw.dirk.heating valve) to 20
 Info
Sending message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint/set and
→ payload 20
Received message with topic zigbee_gfw/gfw/dirk/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
   {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/gfw/dirk/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint and payload
Received message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
_{\hookrightarrow} b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (gfw.dirk.heating valve) is correct (Content 20 and Type is <class
 Success
           'int'>).
Result (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): result = 20 (<class</pre>
→ 'int'>)
 Info
       Setting state of ViDevHeating.temp setp (gfw.dirk.heating valve) to 25
Sending message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint/set and

→ payload 25

Received message with topic zigbee_gfw/gfw/dirk/heating_valve/set and payload
   b'{"current_heating_setpoint": 25}'
Sending message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
\  \, \neg \quad \{\text{"current\_heating\_setpoint": 25, "local\_temperature": 20.7, "battery": 97}\}
Received message with topic videv/gfw/dirk/heating_valve/valve_temperature_setpoint and
→ payload b'25'
```

Received message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint and payload \hookrightarrow b'25' Received message with topic zigbee_gfw/gfw/dirk/heating_valve and payload → b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}' Value for HeatingValve.temp setp (gfw.dirk.heating valve) is correct (Content 25 and Type is <class Success 'int'>). Result (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): 25 (<class 'int'>) Expectation (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): result = 25 (<class → 'int'>) Info Setting state of ViDevHeating.temp setp (gfw.dirk.heating valve) to 30 Sending message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint/set and → payload 30 Received message with topic zigbee_gfw/gfw/dirk/heating_valve/set and payload b'{"current_heating_setpoint": 30}' Sending message with topic zigbee_gfw/gfw/dirk/heating_valve and payload Received message with topic videv/gfw/dirk/heating_valve/valve_temperature_setpoint and → payload b'30' Received message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint and payload \rightarrow b'30' Received message with topic zigbee_gfw/gfw/dirk/heating_valve and payload b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}' Value for HeatingValve.temp setp (gfw.dirk.heating valve) is correct (Content 30 and Type is <class Success 'int'>).

$A.1.95 \qquad \hbox{ViDevLight.state (gfw.marion.main_light)} \rightarrow \hbox{Shelly.relay/0 (gfw.marion.main_light)}$

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/marion/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

```
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
       Setting state of ViDevLight state (gfw.marion.main light) to True
 Info
Sending message with topic videv/gfw/marion/main_light/state/set and payload true
Received message with topic shellies/gfw/marion/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload on
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
\rightarrow "on"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
Received message with topic videv/gfw/marion/window_light/brightness and payload b'50'
Received message with topic videv/gfw/marion/window_light/color_temp and payload b'5'
 Success
           Value for Shelly.relay/0 (gfw.marion.main light) is correct (Content True and Type is <class 'bool'>).
Result (Value for Shelly.relay/0 (gfw.marion.main_light)): True (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (gfw.marion.main_light)): result = True (<class 'bool'>)
 Info
       Setting state of ViDevLight.state (gfw.marion.main_light) to False
Sending message with topic videv/gfw/marion/main_light/state/set and payload false
Received message with topic shellies/gfw/marion/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload off
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'off'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":

    "off"}'

Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
   "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'false'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
           Value for Shelly.relay/0 (gfw.marion.main light) is correct (Content False and Type is <class 'bool'>).
 Success
```

Result (Value for Shelly.relay/0 (gfw.marion.main_light)): False (<class 'bool'>)

→ 'bool'>)

Expectation (Value for Shelly.relay/0 (gfw.marion.main_light)): result = False (<class

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A.1.96 Shelly.relay/0 (gfw.marion.main light) \rightarrow ViDevLight.state (gfw.marion.main light)

Testresult

Info

This test was passed with the state: Success.

Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/marion/main_light/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of Shelly relay / 0 (gfw.marion.main light) to True
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload on
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
→ "on"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
 Success
           Value for ViDevLight.state (gfw.marion.main light) is correct (Content True and Type is <class 'bool'>)
Result (Value for ViDevLight.state (gfw.marion.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.marion.main_light)):    result = True (<class
→ 'bool'>)
       Setting state of Shelly.relay/0 (gfw.marion.main light) to False
 Info
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload off
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'off'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":

    "off"}'

Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'false'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
```

```
Success
           Value for ViDevLight.state (gfw.marion.main light) is correct (Content False and Type is <class 'bool'>).
Result (Value for ViDevLight.state (gfw.marion.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.marion.main_light)): result = False (<class
→ 'bool'>)
A.1.97
        ViDevLight.state (gfw.marion.window light) → Light.state (gfw.marion.window light)
Testresult
This test was passed with the state: Success.
       Prepare: Setting devices to last state False
 Info
Sending message with topic videv/gfw/marion/window_light/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of ViDevLight state (gfw.marion.window_light) to True
Sending message with topic videv/gfw/marion/window_light/state/set and payload true
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
    "on"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
   "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
 Success
           Value for Light.state (gfw.marion.window light) is correct (Content True and Type is <class 'bool'>).
Result (Value for Light.state (gfw.marion.window_light)): True (<class 'bool'>)
Expectation (Value for Light.state (gfw.marion.window_light)): result = True (<class 'bool'>)
 Info
        Setting state of ViDevLight state (gfw.marion.window_light) to False
Sending message with topic videv/gfw/marion/window_light/state/set and payload false
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":

    "off"}'

Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
```

"brightness": 127.0, "color_temp": 352.0}

```
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
           Value for Light.state (gfw.marion.window light) is correct (Content False and Type is <class 'bool'>).
 Success
Result (Value for Light.state (gfw.marion.window_light)): False (<class 'bool'>)
Expectation (Value for Light.state (gfw.marion.window_light)): result = False (<class 'bool'>)
A.1.98
        Light.state (gfw.marion.window light) → ViDevLight.state (gfw.marion.window light)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state False
Sending message with topic videv/gfw/marion/window_light/state/set and payload false
 Success
           Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
 Info
       Setting state of Light.state (gfw.marion.window light) to True
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
 Success
           Value for ViDevLight.state (gfw.marion.window light) is correct (Content True and Type is <class
Result (Value for ViDevLight.state (gfw.marion.window_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.marion.window_light)):    result = True (<class
→ 'bool'>)
 Info
       Setting state of Light state (gfw.marion.window light) to False
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
```

Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",

Received message with topic videv/gfw/marion/window_light/state and payload b'false'

→ "brightness": 127.0, "color_temp": 352.0}

"brightness": 127.0, "color_temp": 352.0}'

Success Value for ViDevLight.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

A.1.99 Shelly.relay /0 (gfw.marion.main light) \rightarrow Light.state (gfw.marion.window light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly.relay/0 (gfw.marion.main light) to True

Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on", \hookrightarrow "brightness": 127.0, "color_temp": 352.0}

Received message with topic videv/gfw/marion/main_light/state and payload b'true'

Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on", brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/gfw/marion/window_light/state and payload b'true'

Success Value for Light.state (gfw.marion.window light) is correct (Content True and Type is <class 'bool'>).

Result (Value for Light.state (gfw.marion.window_light)): True (<class 'bool'>)

Expectation (Value for Light.state (gfw.marion.window_light)): result = True (<class 'bool'>)

Info Setting state of Shelly.relay/0 (gfw.marion.main_light) to False

Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload off
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'off'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":

... "off"}'

Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",

```
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'false'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
          Value for Light.state (gfw.marion.window light) is correct (Content False and Type is <class 'bool'>).
 Success
Result (Value for Light.state (gfw.marion.window_light)): False (<class 'bool'>)
Expectation (Value for Light.state (gfw.marion.window_light)): result = False (<class 'bool'>)
A.1.100
         ViDevHeating.temp setp (gfw.marion.heating valve) → HeatingValve.temp setp (gfw.marion.heating valve)
Testresult
This test was passed with the state: Success.
 Info
       Prepare: Setting devices to last state 30
Sending message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint/set and

→ payload 30

Sending message with topic zigbee_gfw/gfw/marion/heating_valve and payload
Received message with topic zigbee_gfw/gfw/marion/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Received message with topic videv/gfw/marion/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint and

→ payload b'30'

Received message with topic zigbee_gfw/gfw/marion/heating_valve and payload
→ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
 Success
          Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
 Info
       Setting state of ViDevHeating.temp setp (gfw.marion.heating valve) to 15
Sending message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint/set and
→ payload 15
Received message with topic zigbee_gfw/gfw/marion/heating_valve/set and payload

    b'{"current_heating_setpoint": 15}'

Sending message with topic zigbee_gfw/gfw/marion/heating_valve and payload
\rightarrow {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}
```

```
Received message with topic videv/gfw/marion/heating_valve/valve_temperature_setpoint and

→ payload b'15'

Received message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint and

→ payload b'15'

Received message with topic zigbee_gfw/gfw/marion/heating_valve and payload
→ b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (gfw.marion.heating valve) is correct (Content 15 and Type is <class
 Success
           'int'>).
Result (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): result = 15 (<class
→ 'int'>)
 Info
       Setting state of ViDevHeating temp setp (gfw.marion.heating valve) to 20
Sending message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint/set and

→ payload 20

Received message with topic zigbee_gfw/gfw/marion/heating_valve/set and payload
   b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_gfw/gfw/marion/heating_valve and payload
   {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/gfw/marion/heating_valve/valve_temperature_setpoint and

→ payload b'20'

Received message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint and
→ payload b'20'
Received message with topic zigbee_gfw/gfw/marion/heating_valve and payload
_{\hookrightarrow} b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
           Value for HeatingValve.temp setp (gfw.marion.heating valve) is correct (Content 20 and Type is <class
 Success
           'int'>).
Result (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): result = 20 (<class</pre>
→ 'int'>)
 Info
       Setting state of ViDevHeating.temp setp (gfw.marion.heating valve) to 25
Sending message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint/set and

→ payload 25

Received message with topic zigbee_gfw/gfw/marion/heating_valve/set and payload
   b'{"current_heating_setpoint": 25}'
Sending message with topic zigbee_gfw/gfw/marion/heating_valve and payload
   {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/gfw/marion/heating_valve/valve_temperature_setpoint and
→ payload b'25'
```

```
Received message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint and

→ payload b'25'

Received message with topic zigbee_gfw/gfw/marion/heating_valve and payload
→ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
          Value for HeatingValve.temp setp (gfw.marion.heating valve) is correct (Content 25 and Type is <class
 Success
          'int'>).
Result (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): result = 25 (<class
→ 'int'>)
Info
       Setting state of ViDevHeating temp setp (gfw.marion.heating valve) to 30
Sending message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint/set and

→ payload 30

Received message with topic zigbee_gfw/gfw/marion/heating_valve/set and payload
   b'{"current_heating_setpoint": 30}'
Sending message with topic zigbee_gfw/gfw/marion/heating_valve and payload

← {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

Received message with topic videv/gfw/marion/heating_valve/valve_temperature_setpoint and

→ payload b'30'

Received message with topic videv/gfw/marion/heating_valve/user_temperature_setpoint and

→ payload b'30'

Received message with topic zigbee_gfw/gfw/marion/heating_valve and payload
Value for HeatingValve.temp setp (gfw.marion.heating valve) is correct (Content 30 and Type is <class
Success
          'int'>).
Result (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): 30 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (gfw.marion.heating_valve)): result = 30 (<class

    'int'>)
```

A.1.101 ViDevLight.state (gfw.floor.main light) → Shelly.relay/0 (gfw.floor.main light)

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Testresult

Info

This test was passed with the state: Success.

Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/floor/main_light/state/set and payload false
            Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
 Success
```

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

```
Setting state of ViDevLight.state (gfw.floor.main light) to True
 Info
Sending message with topic videv/gfw/floor/main_light/state/set and payload true
Received message with topic shellies/gfw/floor/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload on
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/floor/main_light_1/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/brightness and payload b'50'
 Success
           Value for Shelly.relay/0 (gfw.floor.main light) is correct (Content True and Type is <class 'bool'>).
Result (Value for Shelly.relay/0 (gfw.floor.main_light)): True (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (gfw.floor.main_light)): result = True (<class 'bool'>)
 Info
       Setting state of ViDevLight.state (gfw.floor.main light) to False
Sending message with topic videv/gfw/floor/main_light/state/set and payload false
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'5'
Received message with topic shellies/gfw/floor/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload off
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'off'
```

Received message with topic videv/gfw/floor/main_light/state and payload b'false'

Result (Value for Shelly.relay/0 (gfw.floor.main_light)): False (<class 'bool'>)

Value for Shelly.relay/0 (gfw.floor.main light) is correct (Content False and Type is <class 'bool'>).

Expectation (Value for Shelly.relay/0 (gfw.floor.main_light)): result = False (<class 'bool'>)

Success

A.1.102 Shelly.relay/0 (gfw.floor.main light) → ViDevLight.state (gfw.floor.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/gfw/floor/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly.relay/0 (gfw.floor.main light) to True

Success Value for ViDevLight.state (gfw.floor.main light) is correct (Content True and Type is <class 'bool'>).

Info Setting state of Shelly.relay/0 (gfw.floor.main_light) to False

Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload off
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'off'
Received message with topic videv/gfw/floor/main_light/state and payload b'false'

Success Value for ViDevLight.state (gfw.floor.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (gfw.floor.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (gfw.floor.main_light)): result = False (<class 'bool'>)

A.1.103 ViDevLight.brightness (gfw.floor.main light) → Light.brightness (gfw.floor.main light)

Testresult

This test was passed with the state: Success.

```
Info
       Prepare: Switching on device
Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload on
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/floor/main_light_1/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 127.0, "color_temp": 352.0}'
 Info
       Prepare: Setting devices to last state 100
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 100
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
\hookrightarrow 254}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":
\hookrightarrow 254}'
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'100'
 Success
           Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.brightness (gfw.floor.main light) to 0
```

Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 0

```
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
→ 1}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":
→ 1}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
   "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'0'
 Success
          Value for Light.brightness (gfw.floor.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.floor.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.floor.main_light)): result = 0 (<class 'int'>)
       Setting state of ViDevLight brightness (gfw.floor.main light) to 20
 Info
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 20
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":

→ 52}'

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",

    "brightness": 52.0, "color_temp": 352.0}

Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'20'
          Value for Light.brightness (gfw.floor.main light) is correct (Content 20 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.floor.main_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.floor.main_light)): result = 20 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.floor.main light) to 40
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 40
```

Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":

→ 102}¹

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":

→ 102}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
   "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'40'
          Value for Light.brightness (gfw.floor.main light) is correct (Content 40 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.floor.main_light)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.floor.main_light)): result = 40 (<class 'int'>)
       Setting state of ViDevLight brightness (gfw.floor.main light) to 60
 Info
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 60
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":

→ 153}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":

→ 153}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/brightness and payload b'60'
 Success
          Value for Light.brightness (gfw.floor.main_light) is correct (Content 60 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.floor.main_light)): 60 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.floor.main_light)): result = 60 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.floor.main light) to 80
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 80
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
```

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",

→ "brightness": 203.0, "color_temp": 352.0}

```
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":

→ 203}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'80'
 Success
           Value for Light.brightness (gfw.floor.main light) is correct (Content 80 and Type is <class 'int'>).
Result (Value for Light.brightness (gfw.floor.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.floor.main_light)): result = 80 (<class 'int'>)
 Info
       Setting state of ViDevLight.brightness (gfw.floor.main light) to 100
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 100
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":

→ 254}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'100'
           Value for Light.brightness (gfw.floor.main light) is correct (Content 100 and Type is <class 'int'>).
 Success
Result (Value for Light.brightness (gfw.floor.main_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.floor.main_light)): result = 100 (<class 'int'>)
A.1.104
         Light.brightness (gfw.floor.main light) → ViDevLight.brightness (gfw.floor.main light)
Testresult
This test was passed with the state: Success.
```

Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 100

Info

Info

Prepare: Switching on device

Prepare: Setting devices to last state 100

```
Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
 Success
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
 Info
       Setting state of Light brightness (gfw.floor.main light) to 0
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 1.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/brightness and payload b'0'
 Success
           Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 0 (<class</pre>
→ 'int'>)
 Info
       Setting state of Light brightness (gfw.floor.main light) to 20
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 52.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/brightness and payload b'20'
 Success
           Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 20 and Type is <class 'int'>).
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 20 (<class
→ 'int'>)
 Info
       Setting state of Light.brightness (gfw.floor.main light) to 40
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
```

→ "brightness": 102.0, "color_temp": 352.0}

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
\rightarrow "brightness": 102.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'40'
           Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 40 and Type is <class 'int'>)
 Success
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 40 (<class
→ 'int'>)
 Info
       Setting state of Light brightness (gfw.floor.main light) to 60
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 153.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/brightness and payload b'60'
           Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 60 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 60 (<class
→ 'int'>)
 Info
       Setting state of Light brightness (gfw.floor.main light) to 80
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
\rightarrow "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'80'
           Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 80 and Type is <class 'int'>).
 Success
```

Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 80 (<class 'int'>)

```
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 80 (<class

    'int'>)

       Setting state of Light.brightness (gfw.floor.main light) to 100
 Info
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
   "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'100'
           Value for ViDevLight.brightness (gfw.floor.main light) is correct (Content 100 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 100 (<class
→ 'int'>)
A.1.105
         ViDevLight.color temp (gfw.floor.main light) → Light.color temp (gfw.floor.main light)
Testresult
This test was passed with the state: Success.
       Prepare: Switching on device
 Info
 Info
       Prepare: Setting devices to last state 10
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 10
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":

→ 454}¹

Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'10'
```

Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

Success

```
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
       Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 0
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 0
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":

→ 250}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":

→ 250}¹
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'0'
 Success
          Value for Light.color temp (gfw.floor.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.floor.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.floor.main_light)): result = 0 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (gfw.floor.main light) to 2
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 2
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":

→ 291}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":

→ 291}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'2'
```

Success

Value for Light.color temp (gfw.floor.main light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for Light.color_temp (gfw.floor.main_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.floor.main_light)): result = 2 (<class 'int'>)
 Info
       Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 4
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 4
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":

→ 332}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":

→ 332}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'4'
 Success
          Value for Light.color temp (gfw.floor.main light) is correct (Content 4 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.floor.main_light)): 4 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.floor.main_light)): result = 4 (<class 'int'>)
 Info
       Setting state of ViDevLight.color temp (gfw.floor.main light) to 6
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 6
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":

→ 372}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":

→ 372}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'6'
```

```
Value for Light.color temp (gfw.floor.main light) is correct (Content 6 and Type is <class 'int'>).
 Success
Result (Value for Light.color_temp (gfw.floor.main_light)): 6 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.floor.main_light)): result = 6 (<class 'int'>)
 Info
       Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 8
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 8
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":

→ 413}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":

→ 413}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
   "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'8'
 Success
          Value for Light.color temp (gfw.floor.main light) is correct (Content 8 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.floor.main_light)): 8 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.floor.main_light)): result = 8 (<class 'int'>)
 Info
       Setting state of ViDevLight color temp (gfw.floor.main light) to 10
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 10
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":

→ 454}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":

→ 454}¹

Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'10'
```

```
Success
           Value for Light.color temp (gfw.floor.main light) is correct (Content 10 and Type is <class 'int'>).
Result (Value for Light.color_temp (gfw.floor.main_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.floor.main_light)): result = 10 (<class 'int'>)
          Light.color temp (gfw.floor.main light) → ViDevLight.color temp (gfw.floor.main light)
A.1.106
Testresult
This test was passed with the state: Success.
 Info
        Prepare: Switching on device
 Info
        Prepare: Setting devices to last state 10
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 10
 Success
           Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
 Info
        Setting state of Light color temp (gfw.floor.main light) to 0
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 250.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'0'
 Success
           Value for ViDevLight.color temp (gfw.floor.main light) is correct (Content 0 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 0 (<class
→ 'int'>)
 Info
        Setting state of Light color temp (gfw.floor.main light) to 2
```

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",

→ "brightness": 254.0, "color_temp": 291.0}

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 291.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'2'
          Value for ViDevLight.color temp (gfw.floor.main light) is correct (Content 2 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 2 (<class
→ 'int'>)
 Info
       Setting state of Light.color temp (gfw.floor.main light) to 4
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 332.0}
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'4'
          Value for ViDevLight.color temp (gfw.floor.main light) is correct (Content 4 and Type is <class 'int'>).
 Success
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 4 (<class
→ 'int'>)
 Info
       Setting state of Light.color temp (gfw.floor.main light) to 6
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 372.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'6'
 Success
          Value for ViDevLight.color temp (gfw.floor.main light) is correct (Content 6 and Type is <class 'int'>).
```

Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 6 (<class 'int'>)

```
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 6 (<class

    'int'>)

 Info
       Setting state of Light color temp (gfw.floor.main light) to 8
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
\rightarrow "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'8'
 Success
          Value for ViDevLight.color temp (gfw.floor.main light) is correct (Content 8 and Type is <class 'int'>).
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 8 (<class</pre>
→ 'int'>)
 Info
       Setting state of Light color temp (gfw.floor.main light) to 10
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
→ "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'10'
 Success
          Value for ViDevLight.color temp (gfw.floor.main light) is correct (Content 10 and Type is <class
           'int'>).
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 10 (<class

    'int'>)
```

A.1.107 ViDevLight.state (stw.stairway.main light) o Shelly.relay/0 (stw.firstfloor.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/stw/stairway/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of ViDevLight.state (stw.stairway.main light) to True

Sending message with topic videv/stw/stairway/main_light/state/set and payload true

Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload

b'on'

Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload on Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'on' Received message with topic videv/stw/stairway/main_light/timer and payload b'100' Received message with topic videv/stw/stairway/main_light/state and payload b'true'

Success Value for Shelly.relay/0 (stw.firstfloor.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (stw.firstfloor.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (stw.firstfloor.main_light)): result = True (<class 'bool'>)

Info Setting state of ViDevLight.state (stw.stairway.main_light) to False

Sending message with topic videv/stw/stairway/main_light/state/set and payload false

Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload

b'off'

Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload off
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'off'
Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload

b'off'

Received message with topic videv/stw/stairway/main_light/timer and payload b'0'
Received message with topic videv/stw/stairway/main_light/state and payload b'false'

Success Value for Shelly.relay/0 (stw.firstfloor.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for Shelly.relay/0 (stw.firstfloor.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (stw.firstfloor.main_light)): result = False (<class 'bool'>)

A.1.108 Shelly.relay/0 (stw.firstfloor.main light) \rightarrow ViDevLight.state (stw.stairway.main light)

Testresult

This test was passed with the state: Success.

Info Prepare: Setting devices to last state False

Sending message with topic videv/stw/stairway/main_light/state/set and payload false

Success Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).

Result (Start state (master, slave)): (False, False) (<class 'tuple'>)

Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)

Info Setting state of Shelly relay/0 (stw.firstfloor.main light) to True

Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload on

Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'on'

Received message with topic videv/stw/stairway/main_light/timer and payload b'100'

Received message with topic videv/stw/stairway/main_light/state and payload b'true'

Success Value for ViDevLight.state (stw.stairway.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevLight.state (stw.stairway.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevLight.state (stw.stairway.main_light)): result = True (<class 'bool'>)

Info Setting state of Shelly relay/0 (stw.firstfloor.main light) to False

Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload off
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'off'
Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload

b'off'

Received message with topic videv/stw/stairway/main_light/timer and payload b'0'
Received message with topic videv/stw/stairway/main_light/state and payload b'false'

Success Value for ViDevLight.state (stw.stairway.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevLight.state (stw.stairway.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevLight.state (stw.stairway.main_light)): result = False (<class 'bool'>)

B Test-Coverage