

Unittest for smart_brain

August 31, 2025

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1 Test Information

1.1 Test Candidate Information

Library Information	
Name	smart_brain
Version	1.4.2
Git URL	https://git.mount-mockery.de/smarthome/smart_brain.git
Git REF	657297f3d3fd749d8e5f7a5391c95776299491e8

1.2 Unittest Information

Unittest Information

1.3 Test System Information

System Information	
Architecture	64bit
Machine	x86_64
Hostname	ahorn
Distribution	Debian GNU/Linux 13 (trixie)
System	Linux
Kernel	6.12.41+deb13-amd64 (#1 SMP PREEMPT_DYNAMIC Debian 6.12.41-1 (2025-08-12))
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	79.219s

2.2 Coverage Statistic

Module- or Filename	Line-Coverage	Branch-Coverage
devdi	99.5%	85.7%
devdi.__init__.py	100.0%	
devdi.rooms.py	99.1%	
devdi.topic.py	100.0%	
devices	94.8%	88.9%
devices.__init__.py	94.8%	
function	83.2%	41.1%
function.__init__.py	87.1%	
function.db.py	97.7%	
function.first_floor_east.py	92.0%	
function.first_floor_west.py	96.9%	
function.garden.py	74.1%	
function.ground_floor_west.py	93.4%	
function.helpers.py	98.5%	
function.modules.py	75.9%	
function.rooms.py	31.7%	
function.stairway.py	90.5%	
smart_devices	74.7%	45.2%
smart_devices.__init__.py	100.0%	
smart_devices.base.py	63.7%	
smart_devices.brennenstuhl.py	93.4%	
smart_devices.hue.py	64.4%	
smart_devices.mydevices.py	66.7%	
smart_devices.shelly.py	72.3%	
smart_devices.silvercrest.py	75.8%	
smart_devices.tradfri.py	85.1%	
smart_devices.videv.py	90.5%	

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:	2025-08-31 11:39:56,149
Finished-Time:	2025-08-31 11:39:56,650
Time-Consumption	0.502s

Testsummary:

Info	Collecting precondition logs...
-------------	---------------------------------

3.1.2 ViDevCommon.state (ffe.livingroom.main_light) → 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:	2025-08-31 11:39:56,651
Finished-Time:	2025-08-31 11:39:57,105
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:39:57,106

Finished-Time: 2025-08-31 11:39:57,559
 Time-Consumption 0.453s

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 ViDevCommon.state (ffe.livingroom.main_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 ViDevCommon.state (ffe.livingroom.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.4 ViDevCommon.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: 2025-08-31 11:39:57,559
 Finished-Time: 2025-08-31 11:39:58,014
 Time-Consumption 0.455s

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 ViDevCommon.state (ffe.livingroom.floorlamp) to True
Success Value for Light.state (ffe.livingroom.floor_light) is correct (Content True and Type is <class 'bool'>).
Info Setting state of ViDevCommon.state (ffe.livingroom.floorlamp) to False
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) → ViDevCommon.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: 2025-08-31 11:39:58,015
 Finished-Time: 2025-08-31 11:39:58,472
 Time-Consumption 0.457s

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 ViDevCommon.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 ViDevCommon.state (ffe.livingroom.floorlamp) is correct (Content False and Type is <class 'bool'>).

3.1.6 Shelly.relay/0 (ffe.livingroom.main_light) → 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: 2025-08-31 11:39:58,472
 Finished-Time: 2025-08-31 11:39:58,927
 Time-Consumption 0.455s

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 ViDevCommon.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: 2025-08-31 11:39:58,928
 Finished-Time: 2025-08-31 11:39:59,382
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:39:59,382
Finished-Time:	2025-08-31 11:39:59,836
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.state (ffe.livingroom.xmas_tree) is correct (Content False and Type is <class 'bool'>).

3.1.9 ViDevCommon.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:	2025-08-31 11:39:59,837
Finished-Time:	2025-08-31 11:40:01,049
Time-Consumption	1.212s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (ffe.livingroom.main_light) to 100
Success 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) → ViDevCommon.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:	2025-08-31 11:40:01,049
Finished-Time:	2025-08-31 11:40:02,260
Time-Consumption	1.211s

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

3.1.11 ViDevCommon.color_temp (ffe.livingroom.main_light) → 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:	2025-08-31 11:40:02,260

Finished-Time: 2025-08-31 11:40:03,473
 Time-Consumption 1.212s

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 ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).

3.1.12 Light.color_temp (ffe.livingroom.main_light) → ViDevCommon.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: 2025-08-31 11:40:03,473
 Finished-Time: 2025-08-31 11:40:04,688
 Time-Consumption 1.215s

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 (ffe.livingroom.main_light) to 0
Success Value for ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 6 and Type is <class 'int'>).
Info Setting state of Light.color_temp (ffe.livingroom.main_light) to 8
Success Value for ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).
Info Setting state of Light.color_temp (ffe.livingroom.main_light) to 10
Success Value for ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 10 and Type is <class 'int'>).

3.1.13 ViDevCommon.brightness (ffe.livingroom.floorlamp) → 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:	2025-08-31 11:40:04,689
Finished-Time:	2025-08-31 11:40:05,905
Time-Consumption	1.216s

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 ViDevCommon.brightness (ffe.livingroom.floorlamp) to 0
Success Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 0 and Type is <class 'int'>).
Info Setting state of ViDevCommon.brightness (ffe.livingroom.floorlamp) to 20
Success Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 20 and Type is <class 'int'>).
Info Setting state of ViDevCommon.brightness (ffe.livingroom.floorlamp) to 40
Success Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 40 and Type is <class 'int'>).
Info Setting state of ViDevCommon.brightness (ffe.livingroom.floorlamp) to 60
Success Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 60 and Type is <class 'int'>).
Info Setting state of ViDevCommon.brightness (ffe.livingroom.floorlamp) to 80
Success Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 80 and Type is <class 'int'>).
Info Setting state of ViDevCommon.brightness (ffe.livingroom.floorlamp) to 100
Success Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 100 and Type is <class 'int'>).

3.1.14 Light.brightness (ffe.livingroom.floor_light) → ViDevCommon.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: 2025-08-31 11:40:05,905
 Finished-Time: 2025-08-31 11:40:07,128
 Time-Consumption 1.223s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (ffe.livingroom.floorlamp) is correct (Content 100 and Type is <class 'int'>).

3.1.15 ViDevCommon.color_temp (ffe.livingroom.floorlamp) → 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: 2025-08-31 11:40:07,129
 Finished-Time: 2025-08-31 11:40:08,344
 Time-Consumption 1.215s

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 ViDevCommon.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 ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

3.1.16 Light.color_temp (ffe.livingroom.floor_light) → ViDevCommon.color_temp (ffe.livingroom.floorlamp)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/___init___ .py (329)
Start-Time:	2025-08-31 11:40:08,345
Finished-Time:	2025-08-31 11:40:09,568
Time-Consumption	1.223s

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 (ffe.livingroom.floor_light) to 0

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 0 and Type is <class 'int'>).

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

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 2 and Type is <class 'int'>).

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

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 4 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffe.livingroom.floor_light) to 6

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 6 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffe.livingroom.floor_light) to 8

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 8 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffe.livingroom.floor_light) to 10

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 10 and Type is <class 'int'>).

3.1.17 ViDevHeating.temp_setp (ffe.livingroom.heating_valve) → HeatingValve.temp_setp (ffe.livingroom.heating_valve)

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:	2025-08-31 11:40:09,568
Finished-Time:	2025-08-31 11:40:10,327
Time-Consumption	0.759s

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.livingroom.heating_valve) to 15
Success	Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 15 and Type is <class 'int'>).
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'>).
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'>).
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'>).

3.1.18 ViDevCommon.state (ffe.sleep.main_light) → 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:	2025-08-31 11:40:10,328
Finished-Time:	2025-08-31 11:40:10,782
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.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 'bool'>).

3.1.19 Shelly.relay/0 (ffe.sleep.main_light) → ViDevCommon.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:	2025-08-31 11:40:10,782
Finished-Time:	2025-08-31 11:40:11,237
Time-Consumption	0.455s

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 ViDevCommon.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 ViDevCommon.state (ffe.sleep.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.20 ViDevCommon.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:	2025-08-31 11:40:11,238
Finished-Time:	2025-08-31 11:40:11,692
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:11,692
 Finished-Time: 2025-08-31 11:40:12,147
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.state (ffe.sleep.bed_light_di) is correct (Content False and Type is <class 'bool'>).

3.1.22 ViDevCommon.state (ffe.sleep.bed_light_ma) → 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: 2025-08-31 11:40:12,147
 Finished-Time: 2025-08-31 11:40:12,602
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:12,602
 Finished-Time: 2025-08-31 11:40:13,057
 Time-Consumption 0.455s

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.sleep.bed_light_ma) to True
Success	Value for ViDevCommon.state (ffe.sleep.bed_light_ma) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Powerplug1P.state (ffe.sleep.bed_light_ma) to False
Success	Value for ViDevCommon.state (ffe.sleep.bed_light_ma) is correct (Content False and Type is <class 'bool'>).

3.1.24 ViDevCommon.brightness (ffe.sleep.main_light) → 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/___init___py (329)
Start-Time:	2025-08-31 11:40:13,058
Finished-Time:	2025-08-31 11:40:14,271
Time-Consumption	1.213s

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 ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).

3.1.25 Light.brightness (ffe.sleep.main_light) → ViDevCommon.brightness (ffe.sleep.main_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: 2025-08-31 11:40:14,271
 Finished-Time: 2025-08-31 11:40:15,484
 Time-Consumption 1.213s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (ffe.sleep.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.26 ViDevCommon.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: 2025-08-31 11:40:15,485
 Finished-Time: 2025-08-31 11:40:16,697
 Time-Consumption 1.212s

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 ViDevCommon.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 ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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 Light.color_temp (ffe.sleep.main_light) → ViDevCommon.color_temp (ffe.sleep.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/___init___ .py (329)
Start-Time:	2025-08-31 11:40:16,697
Finished-Time:	2025-08-31 11:40:17,911
Time-Consumption	1.214s

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 (ffe.sleep.main_light) to 0

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 0 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffe.sleep.main_light) to 2

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 2 and Type is <class 'int'>).

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

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 4 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffe.sleep.main_light) to 6

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 6 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffe.sleep.main_light) to 8

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 8 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffe.sleep.main_light) to 10

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 10 and Type is <class 'int'>).

3.1.28 ViDevCommon.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:	2025-08-31 11:40:17,912
Finished-Time:	2025-08-31 11:40:19,126
Time-Consumption	1.215s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:40:19,127
Finished-Time:	2025-08-31 11:40:20,340
Time-Consumption	1.213s

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 ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 0 and Type is <class 'int'>).

Info Setting state of Light.brightness (ffe.sleep.bed_light_di) to 20
Success Value for ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 20 and Type is <class 'int'>).

Info Setting state of Light.brightness (ffe.sleep.bed_light_di) to 40
Success Value for ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 40 and Type is <class 'int'>).

Info Setting state of Light.brightness (ffe.sleep.bed_light_di) to 60
Success Value for ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 60 and Type is <class 'int'>).

Info Setting state of Light.brightness (ffe.sleep.bed_light_di) to 80
Success Value for ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 80 and Type is <class 'int'>).

Info Setting state of Light.brightness (ffe.sleep.bed_light_di) to 100
Success Value for ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 100 and Type is <class 'int'>).

3.1.30 ViDevHeating.temp_setp (ffe.sleep.heating_valve) → HeatingValve.temp_setp (ffe.sleep.heating_valve)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/___init___py (329)
Start-Time:	2025-08-31 11:40:20,341
Finished-Time:	2025-08-31 11:40:21,098
Time-Consumption	0.757s

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.sleep.heating_valve) to 15
Success Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 15 and Type is <class 'int'>).

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'>).

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'>).

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 ViDevCommon.state (ffe.diningroom.main_light) → 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:	2025-08-31 11:40:21,098
Finished-Time:	2025-08-31 11:40:21,552
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:40:21,553
Finished-Time:	2025-08-31 11:40:22,007
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.state (ffe.diningroom.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.33 ViDevCommon.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: 2025-08-31 11:40:22,007
 Finished-Time: 2025-08-31 11:40:22,462
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:22,463
 Finished-Time: 2025-08-31 11:40:22,917
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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: 2025-08-31 11:40:22,917
 Finished-Time: 2025-08-31 11:40:23,371
 Time-Consumption 0.454s

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 Powerplug1P.state (ffe.diningroom.floor_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 Powerplug1P.state (ffe.diningroom.floor_light) is correct (Content False and Type is <class 'bool'>).

3.1.36 ViDevCommon.state (ffe.diningroom.garland) → Powerplug1P.state (ffe.diningroom.garland)

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/___init___py (329)
Start-Time:	2025-08-31 11:40:23,372
Finished-Time:	2025-08-31 11:40:23,826
Time-Consumption	0.454s

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 ViDevCommon.state (ffe.diningroom.garland) to True
Success	Value for Powerplug1P.state (ffe.diningroom.garland) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of ViDevCommon.state (ffe.diningroom.garland) to False
Success	Value for Powerplug1P.state (ffe.diningroom.garland) is correct (Content False and Type is <class 'bool'>).

3.1.37 Powerplug1P.state (ffe.diningroom.garland) → ViDevCommon.state (ffe.diningroom.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/___init___py (329)
Start-Time:	2025-08-31 11:40:23,827
Finished-Time:	2025-08-31 11:40:24,282
Time-Consumption	0.455s

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.garland) to True
Success	Value for ViDevCommon.state (ffe.diningroom.garland) is correct (Content True and Type is <class 'bool'>).

Info Setting state of Powerplug1P.state (ffe.diningroom.garland) to False
Success Value for ViDevCommon.state (ffe.diningroom.garland) is correct (Content False and Type is <class 'bool'>).

3.1.38 ViDevCommon.state (ffe.kitchen.main_light) → 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: 2025-08-31 11:40:24,282
 Finished-Time: 2025-08-31 11:40:24,736
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:24,737
 Finished-Time: 2025-08-31 11:40:25,192
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.state (ffe.kitchen.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.40 ViDevCommon.state (ffe.kitchen.circulation_pump) → 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:	2025-08-31 11:40:25,192
Finished-Time:	2025-08-31 11:40:25,646
Time-Consumption	0.454s

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 ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:40:25,647
Finished-Time:	2025-08-31 11:40:26,102
Time-Consumption	0.455s

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.circulation_pump) to True
Success	Value for ViDevCommon.state (ffe.kitchen.circulation_pump) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Shelly.relay/0 (ffe.kitchen.circulation_pump) to False
Success	Value for ViDevCommon.state (ffe.kitchen.circulation_pump) is correct (Content False and Type is <class 'bool'>).

3.1.42 ViDevHeating.temp_setp (ffe.kitchen.heating_valve) → HeatingValve.temp_setp (ffe.kitchen.heating_valve)

Testresult

This test was passed with the state: **Success**. 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:	2025-08-31 11:40:26,102
Finished-Time:	2025-08-31 11:40:26,860
Time-Consumption	0.758s

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 HeatingValve.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 HeatingValve.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 HeatingValve.temp_setp (ffe.kitchen.heating_valve) is correct (Content 30 and Type is <class 'int'>).

3.1.43 ViDevCommon.state (ffe.floor.main_light) → 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:	2025-08-31 11:40:26,861
Finished-Time:	2025-08-31 11:40:27,315
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:27,315
 Finished-Time: 2025-08-31 11:40:27,770
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.state (ffe.floor.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.45 ViDevCommon.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: 2025-08-31 11:40:27,771
 Finished-Time: 2025-08-31 11:40:28,225
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:28,225
 Finished-Time: 2025-08-31 11:40:28,681
 Time-Consumption 0.455s

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.livingroom.main_light) to True
Success	Value for ViDevCommon.state (ffw.livingroom.main_light) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Shelly.relay/0 (ffw.livingroom.main_light) to False
Success	Value for ViDevCommon.state (ffw.livingroom.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.47 ViDevCommon.brightness (ffw.livingroom.main_light) → 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/___init___py (329)
Start-Time:	2025-08-31 11:40:28,681
Finished-Time:	2025-08-31 11:40:29,895
Time-Consumption	1.214s

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 ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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 ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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 ViDevCommon.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 ViDevCommon.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'>).

3.1.48 Light.brightness (ffw.livingroom.main_light) → ViDevCommon.brightness (ffw.livingroom.main_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: 2025-08-31 11:40:29,896
 Finished-Time: 2025-08-31 11:40:31,110
 Time-Consumption 1.214s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (ffw.livingroom.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.49 ViDevCommon.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: 2025-08-31 11:40:31,111
 Finished-Time: 2025-08-31 11:40:32,323
 Time-Consumption 1.212s

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 ViDevCommon.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 ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

3.1.50 Light.color_temp (ffw.livingroom.main_light) → ViDevCommon.color_temp (ffw.livingroom.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/___init___ .py (329)
Start-Time:	2025-08-31 11:40:32,323
Finished-Time:	2025-08-31 11:40:33,536
Time-Consumption	1.213s

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 ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.livingroom.main_light) to 2

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 2 and Type is <class 'int'>).

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

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 4 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.livingroom.main_light) to 6

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 6 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.livingroom.main_light) to 8

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).

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

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 10 and Type is <class 'int'>).

3.1.51 ViDevHeating.temp_setp (ffw.livingroom.heating_valve) → HeatingValve.temp_setp (ffw.livingroom.heating_valve)

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:	2025-08-31 11:40:33,537
Finished-Time:	2025-08-31 11:40:34,296
Time-Consumption	0.759s

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.livingroom.heating_valve) to 15
Success	Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 15 and Type is <class 'int'>).
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'>).
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'>).
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'>).

3.1.52 ViDevCommon.state (ffw.sleep.main_light) → 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:	2025-08-31 11:40:34,297
Finished-Time:	2025-08-31 11:40:34,751
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:40:34,751
Finished-Time:	2025-08-31 11:40:35,206
Time-Consumption	0.455s

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 ViDevCommon.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 ViDevCommon.state (ffw.sleep.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.54 ViDevCommon.brightness (ffw.sleep.main_light) → 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:	2025-08-31 11:40:35,206
Finished-Time:	2025-08-31 11:40:36,419
Time-Consumption	1.212s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (ffw.sleep.main_light) to 100
Success 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) → ViDevCommon.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: 2025-08-31 11:40:36,419
 Finished-Time: 2025-08-31 11:40:37,633
 Time-Consumption 1.214s

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

3.1.56 ViDevHeating.temp_setp (ffw.sleep.heating_valve) → 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: 2025-08-31 11:40:37,634

Finished-Time: 2025-08-31 11:40:38,392
 Time-Consumption 0.759s

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'>).
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'>).
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'>).
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'>).

3.1.57 ViDevCommon.state (ffw.julian.main_light) → 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: 2025-08-31 11:40:38,393
 Finished-Time: 2025-08-31 11:40:38,847
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.state (ffw.julian.main_light) to False
Success 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) → ViDevCommon.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: 2025-08-31 11:40:38,847

Finished-Time: 2025-08-31 11:40:39,302
 Time-Consumption 0.455s

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.julian.main_light) to True
Success Value for ViDevCommon.state (ffw.julian.main_light) is correct (Content True and Type is <class 'bool'>).
Info Setting state of Shelly.relay/0 (ffw.julian.main_light) to False
Success Value for ViDevCommon.state (ffw.julian.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.59 ViDevCommon.brightness (ffw.julian.main_light) → 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: 2025-08-31 11:40:39,303
 Finished-Time: 2025-08-31 11:40:40,515
 Time-Consumption 1.212s

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 ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).

3.1.60 Light.brightness (ffw.julian.main_light) → ViDevCommon.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:	2025-08-31 11:40:40,515
Finished-Time:	2025-08-31 11:40:41,730
Time-Consumption	1.215s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (ffw.julian.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.61 ViDevCommon.color_temp (ffw.julian.main_light) → Light.color_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:	2025-08-31 11:40:41,731
Finished-Time:	2025-08-31 11:40:42,942
Time-Consumption	1.212s

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 ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

3.1.62 Light.color_temp (ffw.julian.main_light) → ViDevCommon.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/___init___py (329)
Start-Time:	2025-08-31 11:40:42,943
Finished-Time:	2025-08-31 11:40:44,158
Time-Consumption	1.215s

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.julian.main_light) to 0
Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.julian.main_light) to 2
Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 2 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.julian.main_light) to 4
Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 4 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.julian.main_light) to 6
Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 6 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.julian.main_light) to 8
Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 8 and Type is <class 'int'>).

Info Setting state of Light.color_temp (ffw.julian.main_light) to 10
Success Value for ViDevCommon.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: 2025-08-31 11:40:44,158
 Finished-Time: 2025-08-31 11:40:44,915
 Time-Consumption 0.757s

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 ViDevCommon.state (ffw.bath.main_light) → 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: 2025-08-31 11:40:44,916
 Finished-Time: 2025-08-31 11:40:45,370
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:45,370
 Finished-Time: 2025-08-31 11:40:45,824
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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: 2025-08-31 11:40:45,824
 Finished-Time: 2025-08-31 11:40:46,584
 Time-Consumption 0.759s

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 ViDevCommon.state (ffw.floor.main_light) → 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: 2025-08-31 11:40:46,584
 Finished-Time: 2025-08-31 11:40:47,038
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:47,039
 Finished-Time: 2025-08-31 11:40:47,493
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.state (ffw.floor.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.69 ViDevCommon.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:	2025-08-31 11:40:47,493
Finished-Time:	2025-08-31 11:40:47,947
Time-Consumption	0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:40:47,948
Finished-Time:	2025-08-31 11:40:48,404
Time-Consumption	0.456s

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 ViDevCommon.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 ViDevCommon.state (gfw.dirk.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.71 ViDevCommon.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: 2025-08-31 11:40:48,404
 Finished-Time: 2025-08-31 11:40:48,859
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:48,859
 Finished-Time: 2025-08-31 11:40:49,314
 Time-Consumption 0.456s

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 ViDevCommon.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 ViDevCommon.state (gfw.dirk.desk_light) is correct (Content False and Type is <class 'bool'>).

3.1.73 ViDevCommon.state (gfw.dirk.pc_dock) → 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: 2025-08-31 11:40:49,315
 Finished-Time: 2025-08-31 11:40:49,769
 Time-Consumption 0.454s

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 ViDevCommon.state (gfw.dirk.pc_dock) to True
Success	Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of ViDevCommon.state (gfw.dirk.pc_dock) to False
Success	Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content False and Type is <class 'bool'>).

3.1.74 Powerplug1P.state (gfw.dirk.dock) → ViDevCommon.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:	2025-08-31 11:40:49,769
Finished-Time:	2025-08-31 11:40:50,225
Time-Consumption	0.455s

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 (gfw.dirk.dock) to True
Success	Value for ViDevCommon.state (gfw.dirk.pc_dock) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Powerplug1P.state (gfw.dirk.dock) to False
Success	Value for ViDevCommon.state (gfw.dirk.pc_dock) is correct (Content False and Type is <class 'bool'>).

3.1.75 ViDevCommon.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:	2025-08-31 11:40:50,225
Finished-Time:	2025-08-31 11:40:50,680
Time-Consumption	0.455s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:50,681
 Finished-Time: 2025-08-31 11:40:51,136
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.state (gfw.dirk.amplifier) is correct (Content False and Type is <class 'bool'>).

3.1.77 ViDevCommon.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: 2025-08-31 11:40:51,136
 Finished-Time: 2025-08-31 11:40:51,591
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:40:51,591
Finished-Time:	2025-08-31 11:40:52,047
Time-Consumption	0.455s

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.phono (gfw.dirk.powerplug) to True
Success	Value for ViDevCommon.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 ViDevCommon.state (gfw.dirk.phono) is correct (Content False and Type is <class 'bool'>).

3.1.79 ViDevCommon.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:	2025-08-31 11:40:52,047
Finished-Time:	2025-08-31 11:40:52,502
Time-Consumption	0.455s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:52,502
 Finished-Time: 2025-08-31 11:40:52,957
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.state (gfw.dirk.cd_player) is correct (Content False and Type is <class 'bool'>).

3.1.81 ViDevCommon.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: 2025-08-31 11:40:52,957
 Finished-Time: 2025-08-31 11:40:53,412
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:40:53,413
 Finished-Time: 2025-08-31 11:40:53,867
 Time-Consumption 0.454s

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 ViDevCommon.state (gfw.dirk.bt) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to False
Success	Value for ViDevCommon.state (gfw.dirk.bt) is correct (Content False and Type is <class 'bool'>).

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!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/___init___py (329)
Start-Time:	2025-08-31 11:40:53,867
Finished-Time:	2025-08-31 11:40:54,321
Time-Consumption	0.454s

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

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/___init___py (329)
Start-Time:	2025-08-31 11:40:54,322
Finished-Time:	2025-08-31 11:40:54,776
Time-Consumption	0.454s

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 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) → 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: 2025-08-31 11:40:54,776
 Finished-Time: 2025-08-31 11:40:55,231
 Time-Consumption 0.455s

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 ViDevCommon.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: 2025-08-31 11:40:55,231
 Finished-Time: 2025-08-31 11:40:56,444
 Time-Consumption 1.213s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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'>).

Info Setting state of ViDevCommon.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'>).

Info Setting state of ViDevCommon.brightness (gfw.dirk.main_light) to 100

Success Value for Light.brightness (gfw.dirk.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.87 Light.brightness (gfw.dirk.main_light) → ViDevCommon.brightness (gfw.dirk.main_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:	2025-08-31 11:40:56,445
Finished-Time:	2025-08-31 11:40:57,656
Time-Consumption	1.211s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 40 and Type is <class 'int'>).

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

Success Value for ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.88 ViDevCommon.color_temp (gfw.dirk.main_light) → Light.color_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:	2025-08-31 11:40:57,656
Finished-Time:	2025-08-31 11:40:58,868
Time-Consumption	1.212s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:40:58,869
Finished-Time:	2025-08-31 11:41:00,081
Time-Consumption	1.213s

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

3.1.90 ViDevCommon.brightness (gfw.dirk.desk_light) → 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/___init___py (329)
Start-Time:	2025-08-31 11:41:00,082
Finished-Time:	2025-08-31 11:41:01,297
Time-Consumption	1.215s

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 ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).

3.1.91 Light.brightness (gfw.dirk.desk_light) → ViDevCommon.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:	2025-08-31 11:41:01,297
Finished-Time:	2025-08-31 11:41:02,511
Time-Consumption	1.214s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (gfw.dirk.desk_light) is correct (Content 100 and Type is <class 'int'>).

3.1.92 ViDevCommon.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:	2025-08-31 11:41:02,512
Finished-Time:	2025-08-31 11:41:03,724
Time-Consumption	1.212s

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 ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).
Info	Setting state of ViDevCommon.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'>).

3.1.93 Light.color_temp (gfw.dirk.desk_light) → ViDevCommon.color_temp (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/___init___ .py (329)
Start-Time:	2025-08-31 11:41:03,725
Finished-Time:	2025-08-31 11:41:04,936
Time-Consumption	1.211s

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 ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 2
Success	Value for ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 2 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 4
Success	Value for ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 4 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 6

Success Value for ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 6 and Type is <class 'int'>).

Info Setting state of Light.color_temp (gfw.dirk.desk_light) to 8

Success Value for ViDevCommon.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 ViDevCommon.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:	2025-08-31 11:41:04,936
Finished-Time:	2025-08-31 11:41:05,693
Time-Consumption	0.756s

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 ViDevCommon.state (gfw.marion.main_light) → 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:	2025-08-31 11:41:05,693
Finished-Time:	2025-08-31 11:41:06,146
Time-Consumption	0.453s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:41:06,146
 Finished-Time: 2025-08-31 11:41:06,600
 Time-Consumption 0.454s

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 ViDevCommon.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 ViDevCommon.state (gfw.marion.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.97 ViDevCommon.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: 2025-08-31 11:41:06,601
 Finished-Time: 2025-08-31 11:41:07,055
 Time-Consumption 0.455s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:41:07,056
Finished-Time:	2025-08-31 11:41:07,510
Time-Consumption	0.454s

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.marion.window_light) to True
Success	Value for ViDevCommon.state (gfw.marion.window_light) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Light.state (gfw.marion.window_light) to False
Success	Value for ViDevCommon.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

3.1.99 Shelly.relay/0 (gfw.marion.main_light) → 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:	2025-08-31 11:41:07,510
Finished-Time:	2025-08-31 11:41:07,965
Time-Consumption	0.454s

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 Light.state (gfw.marion.window_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 Light.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

3.1.100 ViDevHeating.temp_setp (gfw.marion.heating_valve) → HeatingValve.temp_setp (gfw.marion.heating_valve)

Testresult

This test was passed with the state: **Success**. 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:	2025-08-31 11:41:07,965
Finished-Time:	2025-08-31 11:41:08,723
Time-Consumption	0.758s

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 HeatingValve.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 HeatingValve.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 HeatingValve.temp_setp (gfw.marion.heating_valve) is correct (Content 30 and Type is <class 'int'>).

3.1.101 ViDevCommon.state (gfw.floor.main_light) → 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:	2025-08-31 11:41:08,724
Finished-Time:	2025-08-31 11:41:09,180
Time-Consumption	0.456s

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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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:	2025-08-31 11:41:09,180
Finished-Time:	2025-08-31 11:41:09,636
Time-Consumption	0.456s

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 ViDevCommon.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 ViDevCommon.state (gfw.floor.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.103 ViDevCommon.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:	2025-08-31 11:41:09,636
Finished-Time:	2025-08-31 11:41:10,854
Time-Consumption	1.217s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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: 2025-08-31 11:41:10,854
 Finished-Time: 2025-08-31 11:41:12,068
 Time-Consumption 1.214s

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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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 ViDevCommon.brightness (gfw.floor.main_light) is correct (Content 100 and Type is <class 'int'>).

3.1.105 ViDevCommon.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: 2025-08-31 11:41:12,069

Finished-Time: 2025-08-31 11:41:13,282
 Time-Consumption 1.213s

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 ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).
Info Setting state of ViDevCommon.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'>).

3.1.106 Light.color_temp (gfw.floor.main_light) → ViDevCommon.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/__init__.py (329)
 Start-Time: 2025-08-31 11:41:13,283
 Finished-Time: 2025-08-31 11:41:14,501
 Time-Consumption 1.219s

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.floor.main_light) to 0
Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 0 and Type is <class 'int'>).
Info Setting state of Light.color_temp (gfw.floor.main_light) to 2
Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 2 and Type is <class 'int'>).
Info Setting state of Light.color_temp (gfw.floor.main_light) to 4
Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 4 and Type is <class 'int'>).

Info Setting state of Light.color_temp (gfw.floor.main_light) to 6
Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 6 and Type is <class 'int'>).
Info Setting state of Light.color_temp (gfw.floor.main_light) to 8
Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 8 and Type is <class 'int'>).
Info Setting state of Light.color_temp (gfw.floor.main_light) to 10
Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 10 and Type is <class 'int'>).

3.1.107 ViDevCommon.state (stw.stairway.main_light) → 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: 2025-08-31 11:41:14,502
 Finished-Time: 2025-08-31 11:41:14,956
 Time-Consumption 0.454s

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 ViDevCommon.state (stw.stairway.main_light) to True
Success Value for Shelly.relay/0 (stw.firstfloor.main_light) is correct (Content True and Type is <class 'bool'>).
Info Setting state of ViDevCommon.state (stw.stairway.main_light) to False
Success 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) → ViDevCommon.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: 2025-08-31 11:41:14,956
 Finished-Time: 2025-08-31 11:41:15,410
 Time-Consumption 0.454s

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 ViDevCommon.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

Value for ViDevCommon.state (stw.stairway.main_light) is correct (Content False and Type is <class 'bool'>).

A Trace for testrun with python3.13.5

A.1 Tests with status Info (108)

A.1.1 Clean-Up

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 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 __info__ and payload b'null'
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
↪ payload b'20'
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/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
↪ b'{"state": "off"}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪ b'{"state": "off"}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪ b'{"state": "off"}'
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/ffe/livingroom/xmas_tree/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'

```

Unittest for smart_brain

```
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 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
↳ b'20'

Received message with topic videv/ffw/floor/main_light/state and payload b'false'

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/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
↳ payload b'20'

Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
↳ payload b'20'

Received message with topic videv/ffw/sleep/main_light/state and payload b'false'

Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
↳ "off"}'

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/gfw/dirk/main_light/state and payload b'false'

Received message with topic videv/gfw/dirk/amplifier/state and payload b'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/set and payload b'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/set and payload b'false'
```

Unittest for smart_brain

```
Received message with topic videv/gfw/dirk/bt/state and payload b'false'  
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'  
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  
↳ b'20'  
Received message with topic videv/gfw/floor/main_light/state and payload b'false'  
Received message with topic videv/gfw/marion/main_light/state and payload b'false'  
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":  
↳ "off"}'  
Received message with topic zigbee_gfw/gfw/marion/heating_valve/set and payload  
↳ b'{"current_heating_setpoint": 20}'  
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 videv/stw/stairway/main_light/state and payload b'false'  
Received message with topic __info__ and payload b'{"app_name": "smart_brain", "version":  
↳ {"readable": "1.4.2", "major": 1, "minor": 4, "patch": 2}, "git": {"url":  
↳ "https://git.mount-mockery.de/smarthome/smart_brain.git", "ref":  
↳ "657297f3d3fd749d8e5f7a5391c95776299491e8"}}'
```

A.1.2 ViDevCommon.state (ffe.livingroom.main_light) → Shelly.relay/0 (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
```

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 ViDevCommon.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'
```

```
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload on
```

Unittest for smart_brain

```
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 videv/ffe/livingroom/main_light/state and payload b'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",  
↪ "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/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}'
```

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

Result (Value for Shelly.relay/0 (ffe.livingroom.main_light)): True (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (ffe.livingroom.main_light)): result = True (<class 'bool'>)

Info Setting state of ViDevCommon.state (ffe.livingroom.main_light) to 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'true'

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
↪ b'off'

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 videv/ffe/livingroom/main_light/state and payload b'false'

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) → ViDevCommon.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 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
 ↪ 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":
 ↪ "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 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 videv/ffe/livingroom/main_light/state and payload b'true'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
 ↪ b'{"state": "on"}'

Unittest for smart_brain

```
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",
↪ "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 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 ViDevCommon.state (ffe.livingroom.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (ffe.livingroom.main_light)): True (<class 'bool'>)
```

```
Expectation (Value for ViDevCommon.state (ffe.livingroom.main_light)): result = True (<class
↪ 'bool'>)
```

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

```
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload off
```

Unittest for smart_brain

```
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'off'  
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/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  
↪ 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":  
↪ "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 ViDevCommon.state (ffe.livingroom.main_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (ffe.livingroom.main_light)): False (<class 'bool'>)  
Expectation (Value for ViDevCommon.state (ffe.livingroom.main_light)): result = False (<class  
↪ 'bool'>)
```


A.1.4 ViDevCommon.state (ffe.livingroom.floorlamp) → Light.state (ffe.livingroom.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/livingroom/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 ViDevCommon.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",

↪ "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 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 Light.state (ffe.livingroom.floor_light) is correct (Content True and Type is <class 'bool'>).

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 ViDevCommon.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
↪ 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
↪ 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":
↪ "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'>)

A.1.5 Light.state (ffe.livingroom.floor_light) → ViDevCommon.state (ffe.livingroom.floorlamp)

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

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 (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 ViDevCommon.state (ffe.livingroom.floorlamp) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.livingroom.floorlamp)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.livingroom.floorlamp)): result = True (<class 'bool'>)
↪ '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":
↪ "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 ViDevCommon.state (ffe.livingroom.floorlamp) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.livingroom.floorlamp)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.livingroom.floorlamp)): result = False (<class
 ↪ 'bool'>)

A.1.6 Shelly.relay/0 (ffe.livingroom.main_light) → Light.state (ffe.livingroom.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.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 videv/ffe/livingroom/main_light/state and payload b'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",
↳ "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 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 Light.state (ffe.livingroom.floor_light) is correct (Content True and Type is <class 'bool'>).

```

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.livingroom.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 videv/ffe/livingroom/main_light/state and payload b'false'
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
↳ 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":
↳ "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'>)
```

A.1.7 ViDevCommon.state (ffe.livingroom.xmas_tree) → Powerplug1P.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 ViDevCommon.state (ffe.livingroom.xmas_tree) to True

Sending message with topic videv/ffe/livingroom/xmas_tree/state/set and payload true

Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree/set and payload b'{"state":
↪ "on"}'

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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.state (ffe.livingroom.xmas_tree) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.livingroom.xmas_tree)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.livingroom.xmas_tree)): result = True (<class 'bool'>)

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

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 ViDevCommon.state (ffe.livingroom.xmas_tree) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.livingroom.xmas_tree)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.livingroom.xmas_tree)): result = False (<class 'bool'>)

A.1.9 ViDevCommon.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

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'

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```
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 videv/ffe/livingroom/main_light/state and payload b'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",
↪ "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 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
```

Unittest for smart_brain

```
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 ViDevCommon.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'
```

Success Value for Light.brightness (ffe.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for Light.brightness (ffe.livingroom.main_light)): 0 (<class 'int'>)
```

```
Expectation (Value for Light.brightness (ffe.livingroom.main_light)): result = 0 (<class  
↪ 'int'>)
```

Info Setting state of ViDevCommon.brightness (ffe.livingroom.main_light) to 20

```
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'>)
```

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

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'

Success Value for Light.brightness (ffe.livingroom.main_light) is correct (Content 40 and Type is <class 'int'>).

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'>)

Info Setting state of ViDevCommon.brightness (ffe.livingroom.main_light) to 60

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'

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

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 ViDevCommon.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'>)

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

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'>)

A.1.10 Light.brightness (ffe.livingroom.main_light) → ViDevCommon.brightness (ffe.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/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'

Success Value for ViDevCommon.brightness (ffe.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.brightness (ffe.livingroom.main_light) is correct (Content 20 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): 20 (<class 'int'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.brightness (ffe.livingroom.main_light) is correct (Content 40 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): 40 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.brightness (ffe.livingroom.main_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): result = 60
↪ (<class 'int'>)

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

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

Result (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

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

Result (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.livingroom.main_light)): result = 100
↪ (<class 'int'>)

A.1.11 ViDevCommon.color_temp (ffe.livingroom.main_light) → Light.color_temp (ffe.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/ffe/livingroom/main_light/color_temp/set and payload 10

Unittest for smart_brain

```
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/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'
```

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 ViDevCommon.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 ViDevCommon.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'
```

Success Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 2 and Type is <class 'int'>).

```
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'>)
```

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

Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 4

Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload

↪ b'{"color_temp": 332}'

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'

Success Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 4 and Type is <class 'int'>).

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 ViDevCommon.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

↪ 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'

Success Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 6 and Type is <class 'int'>).

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

↪ 'int'>)

Info Setting state of ViDevCommon.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'

Success Value for Light.color_temp (ffe.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).

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 ViDevCommon.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 'int'>)

A.1.12 Light.color_temp (ffe.livingroom.main_light) → ViDevCommon.color_temp (ffe.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/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",  
↪ "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 ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): 0 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): result = 0 (<class  
↪ 'int'>)
```

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

```
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'
```

Success Value for ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): 2 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.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'
```

Success Value for ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 4 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): 4 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): result = 4 (<class  
↪ 'int'>)
```

Info Setting state of Light.color_temp (ffe.livingroom.main_light) to 6

```
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 ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.color_temp (ffe.livingroom.main_light) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.livingroom.main_light)): result = 10
↪ (<class 'int'>)

A.1.13 ViDevCommon.brightness (ffe.livingroom.floorlamp) → Light.brightness (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 100

Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 100

Unittest for smart_brain

```
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_1 and payload b'{"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}'  
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_3/set and payload  
↪ b'{"brightness": 254}'  
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_4/set and payload  
↪ b'{"brightness": 254}'  
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 zigbee_ffe/ffe/livingroom/floor_light_5/set and payload  
↪ b'{"brightness": 254}'  
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload  
↪ b'{"brightness": 254}'  
Received message with topic videv/ffe/livingroom/floorlamp/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 ViDevCommon.brightness (ffe.livingroom.floorlamp) to 0

Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 0

Unittest for smart_brain

```
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'
```

Success Value for Light.brightness (ffe.livingroom.floor_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for Light.brightness (ffe.livingroom.floor_light)): 0 (<class 'int'>)
```

```
Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 0 (<class
↳ 'int'>)
```

Info Setting state of ViDevCommon.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
↪ 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":
↪ "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 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'>)

Info Setting state of ViDevCommon.brightness (ffe.livingroom.floorlamp) to 40

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",
 ↪ "brightness": 102.0, "color_temp": 352.0}

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":
 ↪ "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'>)
 ↪ 'int'>)

Info Setting state of ViDevCommon.brightness (ffe.livingroom.floorlamp) to 60

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",
 ↪ "brightness": 153.0, "color_temp": 352.0}

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",
 ↪ "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 Light.brightness (ffe.livingroom.floor_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for Light.brightness (ffe.livingroom.floor_light)): 60 (<class 'int'>)

Expectation (Value for Light.brightness (ffe.livingroom.floor_light)): result = 60 (<class
 ↪ 'int'>)

Info Setting state of ViDevCommon.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":
 ↪ "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}'

Unittest for smart_brain

```
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'
```

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

```
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 ViDevCommon.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  
↪ 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",  
↪ "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) → ViDevCommon.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 ViDevCommon.brightness (ffe.livingroom.floorlamp) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): result = 0 (<class 'int'>)
↪ '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 ViDevCommon.brightness (ffe.livingroom.floorlamp) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): 20 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): result = 20 (<class  
↪ '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",  
↪ "brightness": 102.0, "color_temp": 352.0}
```

```
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":  
↪ "on", "brightness": 102.0, "color_temp": 352.0}'
```

```
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'40'
```

Success Value for ViDevCommon.brightness (ffe.livingroom.floorlamp) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): 40 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): result = 40 (<class  
↪ 'int'>)
```

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 ViDevCommon.brightness (ffe.livingroom.floorlamp) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): result = 60 (<class
↪ 'int'>)

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

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪ "brightness": 203.0, "color_temp": 352.0}

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪ "brightness": 203.0, "color_temp": 352.0}

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪ "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",
↪ "brightness": 203.0, "color_temp": 352.0}
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'

```

Success Value for ViDevCommon.brightness (ffe.livingroom.floorlamp) is correct (Content 80 and Type is <class 'int'>).

```

Result (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): 80 (<class 'int'>)
Expectation (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): result = 80 (<class
↪ 'int'>)

```

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

```

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 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 ViDevCommon.brightness (ffe.livingroom.floorlamp) is correct (Content 100 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.livingroom.floorlamp)): result = 100
↪ (<class 'int'>)

A.1.15 ViDevCommon.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_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}'

Unittest for smart_brain

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 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 zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪ 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_5/set and payload
↪ b'{"color_temp": 454}'

Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪ b'{"color_temp": 454}'

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'>)

Info Setting state of ViDevCommon.color_temp (ffe.livingroom.floorlamp) to 0

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
 ↪ 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'

Success Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 0 and Type is <class 'int'>).

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
 ↪ 'int'>)

Info Setting state of ViDevCommon.color_temp (ffe.livingroom.floorlamp) to 2

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",
 ↪ "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 ViDevCommon.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
↪ 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
↳ 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'

```

Success Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 4 and Type is <class 'int'>).

```

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'>)

```

Info Setting state of ViDevCommon.color_temp (ffe.livingroom.floorlamp) to 6

```

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
↳ b'{"color_temp": 372}'

Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↳ "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}

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'

Success Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 6 and Type is <class 'int'>).

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 ViDevCommon.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
↪ 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",
↪ "brightness": 254.0, "color_temp": 413.0}

```

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
↳ 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'

```

Success Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 8 and Type is <class 'int'>).

```

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 ViDevCommon.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
↳ 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
↳ 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
↳ 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
↳ 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
↳ 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":
↳ "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) → ViDevCommon.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

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.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'

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "brightness": 254.0, "color_temp": 291.0}

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 ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 2 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): 2 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): result = 2 (<class
↪ 'int'>)

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

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 ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 4 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): 4 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): result = 4 (<class 'int'>)
↪ '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",
↪ "brightness": 254.0, "color_temp": 372.0}

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",
↪ "brightness": 254.0, "color_temp": 372.0}

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 ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "brightness": 254.0, "color_temp": 413.0}

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'

Success Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): result = 8 (<class
↪ 'int'>)

Info 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":
↪ "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 ViDevCommon.color_temp (ffe.livingroom.floorlamp) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.livingroom.floorlamp)): result = 10 (<class
↪ 'int'>)

A.1.17 ViDevHeating.temp_setp (ffe.livingroom.heating_valve) → HeatingValve.temp_setp (ffe.livingroom.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/livingroom/heating_valve/user_temperature_setpoint/set
↪ and payload 30

Sending message with topic zigbee_ffe/ffe/livingroom/heating_valve and payload

↪ {"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'

Received message with topic zigbee_ffe/ffe/livingroom/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 (ffe.livingroom.heating_valve) to 15

Sending message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint/set

↪ 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

↪ {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}

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}'

Success Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 15 and Type is <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

↪ (<class 'int'>)

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

↪ 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}'

Success Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 20 and Type is <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
 ↪ (<class 'int'>)

Info Setting state of ViDevHeating.temp_setp (ffe.livingroom.heating_valve) to 25

Sending message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint/set
 ↪ 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
 ↪ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'

Success Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 25 and Type is <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
 ↪ (<class 'int'>)

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

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
 ↪ {"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}'

Success Value for HeatingValve.temp_setp (ffe.livingroom.heating_valve) is correct (Content 30 and Type is <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
 ↪ (<class 'int'>)

A.1.18 ViDevCommon.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

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 ViDevCommon.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'

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

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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.state (ffe.sleep.main_light) is correct (Content True and Type is <class 'bool'>).

```

Result (Value for ViDevCommon.state (ffe.sleep.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffe.sleep.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.sleep.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.sleep.main_light)): result = False (<class 'bool'>)
 ↪ 'bool'>)

A.1.20 ViDevCommon.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

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"}'

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 ViDevCommon.state (ffe.sleep.bed_light_di) to True

Sending message with topic videv/ffe/sleep/bed_light_di/state/set and payload true

Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"state":
 ↪ "on"}'

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'

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'>)

Info Setting state of ViDevCommon.state (ffe.sleep.bed_light_di) to False

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'

Success Value for Light.state (ffe.sleep.bed_light_di) is correct (Content False and Type is <class 'bool'>).

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) → ViDevCommon.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'>)

Info Setting state of Light.state (ffe.sleep.bed_light_di) to True

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 ViDevCommon.state (ffe.sleep.bed_light_di) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.sleep.bed_light_di)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffe.sleep.bed_light_di) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.sleep.bed_light_di)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.sleep.bed_light_di)): result = False (<class
↪ 'bool'>)

A.1.22 ViDevCommon.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

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 ViDevCommon.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'

Success Value for Powerplug1P.state (ffe.sleep.bed_light_ma) is correct (Content True and Type is <class '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 ViDevCommon.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'>).

Result (Value for Powerplug1P.state (ffe.sleep.bed_light_ma)): False (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.sleep.bed_light_ma)): result = False (<class
↪ 'bool'>)

A.1.23 Powerplug1P.state (ffe.sleep.bed_light_ma) → ViDevCommon.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 ViDevCommon.state (ffe.sleep.bed_light_ma) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.sleep.bed_light_ma)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffe.sleep.bed_light_ma) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (ffe.sleep.bed_light_ma)): False (<class 'bool'>)
Expectation (Value for ViDevCommon.state (ffe.sleep.bed_light_ma)): result = False (<class
↳ 'bool'>)
```

A.1.24 ViDevCommon.brightness (ffe.sleep.main_light) → 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 ViDevCommon.brightness (ffe.sleep.main_light) to 0

Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 0

Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
↪ 1}'

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 Light.brightness (ffe.sleep.main_light) is correct (Content 0 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 52}'

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'

Success Value for Light.brightness (ffe.sleep.main_light) is correct (Content 20 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 102}'

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'>)

Info Setting state of ViDevCommon.brightness (ffe.sleep.main_light) to 60

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}'

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 Light.brightness (ffe.sleep.main_light) is correct (Content 60 and Type is <class 'int'>).

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 ViDevCommon.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 ViDevCommon.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",  
↪ "brightness": 254.0, "color_temp": 352.0}'
```

```
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'100'
```

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

```
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) → ViDevCommon.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 ViDevCommon.brightness (ffe.sleep.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffe.sleep.main_light)): 0 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (ffe.sleep.main_light)): result = 0 (<class  
↪ 'int'>)
```

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

```
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'

Success Value for ViDevCommon.brightness (ffe.sleep.main_light) is correct (Content 20 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.main_light)): 20 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.sleep.main_light)): result = 20 (<class 'int'>)

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

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 ViDevCommon.brightness (ffe.sleep.main_light) is correct (Content 40 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.main_light)): 40 (<class 'int'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.brightness (ffe.sleep.main_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.main_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.sleep.main_light)): result = 60 (<class 'int'>)

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

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 ViDevCommon.brightness (ffe.sleep.main_light) is correct (Content 80 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.main_light)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.sleep.main_light)): result = 80 (<class 'int'>)
 ↪ '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",
 ↪ "brightness": 254.0, "color_temp": 352.0}

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 ViDevCommon.brightness (ffe.sleep.main_light) is correct (Content 100 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.main_light)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.sleep.main_light)): result = 100 (<class 'int'>)
 ↪ 'int'>)

A.1.26 ViDevCommon.color_temp (ffe.sleep.main_light) → Light.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

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'>)

Info Setting state of ViDevCommon.color_temp (ffe.sleep.main_light) to 0

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'

Success Value for Light.color_temp (ffe.sleep.main_light) is correct (Content 0 and Type is <class 'int'>).

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'>)

Info Setting state of ViDevCommon.color_temp (ffe.sleep.main_light) to 2

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'

Success Value for Light.color_temp (ffe.sleep.main_light) is correct (Content 2 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 332}'

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'>)

Info Setting state of ViDevCommon.color_temp (ffe.sleep.main_light) to 6

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}'

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 Light.color_temp (ffe.sleep.main_light) is correct (Content 6 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 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",
↪ "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 ViDevCommon.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}'

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) → ViDevCommon.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 ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): 0 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): result = 0 (<class  
↪ 'int'>)
```

Info Setting state of Light.color_temp (ffe.sleep.main_light) to 2

```
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'

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 2 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): 2 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): result = 2 (<class 'int'>)

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

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 ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 4 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): 4 (<class 'int'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "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'

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): result = 8 (<class 'int'>)
 ↪ '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'

Success Value for ViDevCommon.color_temp (ffe.sleep.main_light) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffe.sleep.main_light)): result = 10 (<class 'int'>)
 ↪ 'int'>)

A.1.28 ViDevCommon.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 ViDevCommon.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":
↪ 1}'

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'>)

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

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 ViDevCommon.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}'

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 ViDevCommon.brightness (ffe.sleep.bed_light_di) to 60

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 60
```

```
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":  
↪ 153}'
```

```
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 ViDevCommon.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":  
↪ 203}'
```

```
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'
```

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

```
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 ViDevCommon.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) → ViDevCommon.brightness (ffe.sleep.bed_light_di)

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/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 ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): result = 0 (<class
↪ 'int'>)

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

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 ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): 20 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): result = 20 (<class  
↪ 'int'>)
```

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

```
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 ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): 40 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.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'
```

Success Value for ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 60 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): 60 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): result = 60 (<class  
↪ 'int'>)
```

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

```
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'

Success Value for ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 80 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "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 ViDevCommon.brightness (ffe.sleep.bed_light_di) is correct (Content 100 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffe.sleep.bed_light_di)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.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
↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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'>)

Info Setting state of ViDevHeating.temp_setp (ffe.sleep.heating_valve) to 15

Sending message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint/set and
 ↪ 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}'

Success Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 15 and Type is <class '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
 ↪ {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}

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}'

Success Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 20 and Type is <class '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
 ↪ 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
 ↪ {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}

Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and
 ↪ payload b'25'

Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and
 ↪ 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}'

Success Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 25 and Type is <class '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}'

Success Value for HeatingValve.temp_setp (ffe.sleep.heating_valve) is correct (Content 30 and Type is <class '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'>)

A.1.31 ViDevCommon.state (ffe.diningroom.main_light) → Shelly.relay/0 (ffe.diningroom.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/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 ViDevCommon.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'

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 videv/ffe/diningroom/main_light/state and payload b'true'

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 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 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 ViDevCommon.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 videv/ffe/diningroom/main_light/state and payload b'false'

Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↳ "off"}'


```
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":
↪ "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) → ViDevCommon.state (ffe.diningroom.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/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 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 videv/ffe/diningroom/main_light/state and payload b'true'
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 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 ViDevCommon.state (ffe.diningroom.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (ffe.diningroom.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevCommon.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 videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↳ "off"}'
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":
↳ "off"}'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'
```

Success Value for ViDevCommon.state (ffe.diningroom.main_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (ffe.diningroom.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevCommon.state (ffe.diningroom.main_light)): result = False (<class
↳ 'bool'>)
```

A.1.33 ViDevCommon.state (ffe.diningroom.floorlamp) → 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 ViDevCommon.state (ffe.diningroom.floorlamp) to True

```
Sending message with topic videv/ffe/diningroom/floorlamp/state/set and payload true
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 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 ViDevCommon.state (ffe.diningroom.floorlamp) to False

Sending message with topic videv/ffe/diningroom/floorlamp/state/set and payload false

Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪ "off"}'

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":
↪ "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'>)

A.1.34 Powerplug1P.state (ffe.diningroom.floor_light) → ViDevCommon.state (ffe.diningroom.floorlamp)

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

Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "on"}

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 ViDevCommon.state (ffe.diningroom.floorlamp) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.diningroom.floorlamp)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.diningroom.floorlamp)): result = True (<class
↪ 'bool'>)

Info Setting state of Powerplug1P.state (ffe.diningroom.floor_light) 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":
↪ "off"}'

Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'

Success Value for ViDevCommon.state (ffe.diningroom.floorlamp) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.diningroom.floorlamp)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.diningroom.floorlamp)): result = False (<class
↪ 'bool'>)

A.1.35 Shelly.relay/0 (ffe.diningroom.main_light) → 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 videv/ffe/diningroom/main_light/state and payload b'true'

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 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 videv/ffe/diningroom/main_light/state and payload b'false'

Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state": "off"}'

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": "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'>)

A.1.36 ViDevCommon.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 ViDevCommon.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 'bool'>).

Result (Value for Powerplug1P.state (ffe.diningroom.garland)): True (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.diningroom.garland)): result = True (<class 'bool'>)

Info Setting state of ViDevCommon.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'>).

Result (Value for Powerplug1P.state (ffe.diningroom.garland)): False (<class 'bool'>)

Expectation (Value for Powerplug1P.state (ffe.diningroom.garland)): result = False (<class 'bool'>)

A.1.37 Powerplug1P.state (ffe.diningroom.garland) → ViDevCommon.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 ViDevCommon.state (ffe.diningroom.garland) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.diningroom.garland)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffe.diningroom.garland) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.diningroom.garland)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.diningroom.garland)): result = False (<class 'bool'>)

A.1.38 ViDevCommon.state (ffe.kitchen.main_light) → 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 ViDevCommon.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 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'>).

Result (Value for Shelly.relay/0 (ffe.kitchen.main_light)): True (<class 'bool'>)

```
Expectation (Value for Shelly.relay/0 (ffe.kitchen.main_light)): result = True (<class
↳ 'bool'>)
```

Info Setting state of ViDevCommon.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) → ViDevCommon.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 videv/ffe/kitchen/main_light/state and payload b'true'
```

Success Value for ViDevCommon.state (ffe.kitchen.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (ffe.kitchen.main_light)): True (<class 'bool'>)
```

```
Expectation (Value for ViDevCommon.state (ffe.kitchen.main_light)): result = True (<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 ViDevCommon.state (ffe.kitchen.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.kitchen.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.kitchen.main_light)): result = False (<class 'bool'>)
↪ 'bool'>)

A.1.40 ViDevCommon.state (ffe.kitchen.circulation_pump) → 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 ViDevCommon.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'

Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'

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'>)
↪ 'bool'>)

Info Setting state of ViDevCommon.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 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'

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 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) → ViDevCommon.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

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 ViDevCommon.state (ffe.kitchen.circulation_pump) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.kitchen.circulation_pump)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffe.kitchen.circulation_pump) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.kitchen.circulation_pump)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.kitchen.circulation_pump)): result = False
 ↪ (<class 'bool'>)

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**.

Info Prepare: Setting devices to last state 30

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
 ↪ {"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'

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 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 videv/ffe/kitchen/main_light/state and payload b'true'

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 (ffe.kitchen.heating_valve) to 15

Sending message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint/set and
 ↪ 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
 ↪ (<class 'int'>)

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
 ↪ {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}

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}'

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
 ↪ (<class 'int'>)

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
 ↪ 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
 ↪ {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}

Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and
 ↪ payload b'25'

Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and
 ↪ 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}'

Success Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve) is correct (Content 25 and Type is <class 'int'>).

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
 ↪ (<class 'int'>)

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

Sending message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint/set and
 ↪ 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
 ↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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}'

Success Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve) is correct (Content 30 and Type is <class 'int'>).

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
 ↪ (<class 'int'>)

A.1.43 ViDevCommon.state (ffe.floor.main_light) → Shelly.relay/0 (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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.state (ffe.floor.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.floor.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffe.floor.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffe.floor.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffe.floor.main_light)): result = False (<class 'bool'>)

A.1.45 ViDevCommon.state (ffw.livingroom.main_light) → 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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.state (ffw.livingroom.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.livingroom.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffw.livingroom.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.livingroom.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffw.livingroom.main_light)): result = False (<class
↪ 'bool'>)

A.1.47 ViDevCommon.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

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'

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",
↪ "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 ViDevCommon.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'

Success Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

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 ViDevCommon.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'
```

Success Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for Light.brightness (ffw.livingroom.main_light)): 20 (<class 'int'>)
```

```
Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 20 (<class 'int'>)
```

Info Setting state of ViDevCommon.brightness (ffw.livingroom.main_light) to 40

```
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'
```

Success Value for Light.brightness (ffw.livingroom.main_light) is correct (Content 40 and Type is <class 'int'>).

```
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'>)
```

Info Setting state of ViDevCommon.brightness (ffw.livingroom.main_light) to 60

```
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'>)
↪ 'int'>)

Info Setting state of ViDevCommon.brightness (ffw.livingroom.main_light) to 80

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'

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

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'>)
↪ 'int'>)

Info Setting state of ViDevCommon.brightness (ffw.livingroom.main_light) to 100

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'

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

Result (Value for Light.brightness (ffw.livingroom.main_light)): 100 (<class 'int'>)

Expectation (Value for Light.brightness (ffw.livingroom.main_light)): result = 100 (<class 'int'>)
↪ 'int'>)

A.1.48 Light.brightness (ffw.livingroom.main_light) → ViDevCommon.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

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 (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'

Success Value for ViDevCommon.brightness (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): result = 0 (<class
↪ 'int'>)

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

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 ViDevCommon.brightness (ffw.livingroom.main_light) is correct (Content 20 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): 20 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): result = 20
↪ (<class 'int'>)

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

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 ViDevCommon.brightness (ffw.livingroom.main_light) is correct (Content 40 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): 40 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): result = 40
↪ (<class 'int'>)

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

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 ViDevCommon.brightness (ffw.livingroom.main_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): result = 60
↪ (<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 ViDevCommon.brightness (ffw.livingroom.main_light) is correct (Content 80 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): result = 80
↪ (<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 ViDevCommon.brightness (ffw.livingroom.main_light) is correct (Content 100 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.livingroom.main_light)): result = 100
↪ (<class 'int'>)

A.1.49 ViDevCommon.color_temp (ffw.livingroom.main_light) → 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",
↪ "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 ViDevCommon.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
↪ 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'
```

Success Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

```
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 ViDevCommon.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'
```

Success Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for Light.color_temp (ffw.livingroom.main_light)): 2 (<class 'int'>)
```

```
Expectation (Value for Light.color_temp (ffw.livingroom.main_light)): result = 2 (<class  
↪ 'int'>)
```

Info Setting state of ViDevCommon.color_temp (ffw.livingroom.main_light) to 4

```
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'
```

Success Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 4 and Type is <class 'int'>).

```
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  
↪ 'int'>)
```

Info Setting state of ViDevCommon.color_temp (ffw.livingroom.main_light) to 6

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'>)

Info Setting state of ViDevCommon.color_temp (ffw.livingroom.main_light) to 8

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'

Success Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).

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 ViDevCommon.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",

↪ "brightness": 254.0, "color_temp": 454.0}

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'

Success Value for Light.color_temp (ffw.livingroom.main_light) is correct (Content 10 and Type is <class 'int'>).

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 'int'>)

A.1.50 Light.color_temp (ffw.livingroom.main_light) → ViDevCommon.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

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.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'

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): result = 0 (<class 'int'>)

Info Setting state of Light.color_temp (ffw.livingroom.main_light) to 2

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 ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 2 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): 2 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): result = 2 (<class 'int'>)

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

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 ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 4 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): 4 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): result = 4 (<class 'int'>)

Info Setting state of Light.color_temp (ffw.livingroom.main_light) to 6

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 ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): result = 6 (<class 'int'>)

Info Setting state of Light.color_temp (ffw.livingroom.main_light) to 8

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'

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.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 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'

Success Value for ViDevCommon.color_temp (ffw.livingroom.main_light) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.livingroom.main_light)): result = 10
↪ (<class 'int'>)

A.1.51 ViDevHeating.temp_setp (ffw.livingroom.heating_valve) → HeatingValve.temp_setp (ffw.livingroom.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/livingroom/heating_valve/user_temperature_setpoint/set
↪ and payload 30

Sending message with topic zigbee_ffw/ffw/livingroom/heating_valve and payload
↪ {"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'

Received message with topic zigbee_ffw/ffw/livingroom/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 (ffw.livingroom.heating_valve) to 15

Sending message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint/set
 ↪ 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
 ↪ {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}

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}'

Success Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 15 and Type is <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
 ↪ (<class 'int'>)

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
 ↪ 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}'

Success Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 20 and Type is <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
 ↪ (<class 'int'>)

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

Sending message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint/set
 ↪ 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
 ↪ b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'

Success Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 25 and Type is <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
 ↪ (<class 'int'>)

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

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
 ↪ {"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}'

Success Value for HeatingValve.temp_setp (ffw.livingroom.heating_valve) is correct (Content 30 and Type is <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
 ↪ (<class 'int'>)

A.1.52 ViDevCommon.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

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 ViDevCommon.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 videv/ffw/sleep/main_light/state and payload b'true'

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/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}'

Received message with topic videv/ffw/sleep/window_light/state and payload b'true'

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

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 ViDevCommon.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 videv/ffw/sleep/window_light/brightness and payload b'50'

Received message with topic videv/ffw/sleep/window_light/color_temp and payload b'5'

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 videv/ffw/sleep/main_light/state and payload b'false'
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 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) → ViDevCommon.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
Received message with topic videv/ffw/sleep/window_light/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 (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 videv/ffw/sleep/main_light/state and payload b'true'
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 zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",
↪ "brightness": 127.0, "color_temp": 352.0}'

```


Received message with topic videv/ffw/sleep/window_light/state and payload b'true'

Success Value for ViDevCommon.state (ffw.sleep.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.sleep.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffw.sleep.main_light)): result = True (<class 'bool'>)
↪ 'bool'>)

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

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 videv/ffw/sleep/main_light/state and payload b'false'

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 zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "off",
↪ "brightness": 127.0, "color_temp": 352.0}'

Received message with topic videv/ffw/sleep/window_light/state and payload b'false'

Success Value for ViDevCommon.state (ffw.sleep.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.sleep.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffw.sleep.main_light)): result = False (<class 'bool'>)
↪ 'bool'>)

A.1.54 ViDevCommon.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

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 videv/ffw/sleep/main_light/state and payload b'true'

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 zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",  
↪ "brightness": 127.0, "color_temp": 352.0}'
```

```
Received message with topic videv/ffw/sleep/window_light/state and payload b'true'
```

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":  
↪ 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 ViDevCommon.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":  
↪ 1}'
```

```
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'
```

Success Value for Light.brightness (ffw.sleep.main_light) is correct (Content 0 and Type is <class 'int'>).

```
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 ViDevCommon.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}'
```

```
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'
```

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

```
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 ViDevCommon.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}'
```

```
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 ViDevCommon.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}'
```

```
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'
```

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

```
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'>)
```

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

```
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'

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

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 ViDevCommon.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) → ViDevCommon.brightness (ffw.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/ffw/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 (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'
```

Success Value for ViDevCommon.brightness (ffw.sleep.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffw.sleep.main_light)): 0 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (ffw.sleep.main_light)): result = 0 (<class  
↪ 'int'>)
```

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

```
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'
```

Success Value for ViDevCommon.brightness (ffw.sleep.main_light) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffw.sleep.main_light)): 20 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.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'
```

Success Value for ViDevCommon.brightness (ffw.sleep.main_light) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (ffw.sleep.main_light)): 40 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (ffw.sleep.main_light)): result = 40 (<class  
↪ 'int'>)
```

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

```
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'

Success Value for ViDevCommon.brightness (ffw.sleep.main_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.sleep.main_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.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}'

Received message with topic videv/ffw/sleep/main_light/brightness and payload b'80'

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

Result (Value for ViDevCommon.brightness (ffw.sleep.main_light)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

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

Result (Value for ViDevCommon.brightness (ffw.sleep.main_light)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.sleep.main_light)): result = 100 (<class 'int'>)

A.1.56 ViDevHeating.temp_setp (ffw.sleep.heating_valve) → HeatingValve.temp_setp (ffw.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/ffw/sleep/heating_valve/user_temperature_setpoint/set and
↪ payload 30

Sending message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
 ↪ {"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'

Received message with topic zigbee_ffw/ffw/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'>)

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

Sending message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint/set and
 ↪ 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
 ↪ {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}

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}'

Success Value for HeatingValve.temp_setp (ffw.sleep.heating_valve) is correct (Content 15 and Type is <class '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 'int'>)

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

Sending message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint/set and
 ↪ 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'>)
 ↪ '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
 ↪ {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}

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'>)
 ↪ '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}'

Sending message with topic zigbee_ffw/ffw/sleep/heating_valve and payload
 ↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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'

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'>).

Result (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): 30 (<class 'int'>)

Expectation (Value for HeatingValve.temp_setp (ffw.sleep.heating_valve)): result = 30 (<class 'int'>)
 ↪ 'int'>)

A.1.57 ViDevCommon.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 ViDevCommon.state (ffw.julian.main_light) to True

Sending message with topic videv/ffw/julian/main_light/state/set and payload true

Received message with topic shellies/ffw/julian/main_light/relay/0/command and payload b'on'

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'

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 ViDevCommon.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'
```

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

```
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'>)
```

A.1.58 Shelly.relay/0 (ffw.julian.main_light) → ViDevCommon.state (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 Shelly.relay/0 (ffw.julian.main_light) to True

```
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 ViDevCommon.state (ffw.julian.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (ffw.julian.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffw.julian.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.julian.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffw.julian.main_light)): result = False (<class 'bool'>)
 ↪ 'bool'>)

A.1.59 ViDevCommon.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'

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 ViDevCommon.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":
↪ 1}'

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'

Success Value for Light.brightness (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 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 ViDevCommon.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'>)

Info Setting state of ViDevCommon.brightness (ffw.julian.main_light) to 60

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 ViDevCommon.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}'

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'

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

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 ViDevCommon.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) → ViDevCommon.brightness (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 100

Sending message with topic videv/ffw/julian/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 (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'

Success Value for ViDevCommon.brightness (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.julian.main_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.brightness (ffw.julian.main_light) is correct (Content 20 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.julian.main_light)): 20 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.brightness (ffw.julian.main_light) is correct (Content 40 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.julian.main_light)): 40 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.julian.main_light)): result = 40 (<class 'int'>)

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

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 ViDevCommon.brightness (ffw.julian.main_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.julian.main_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "brightness": 203.0, "color_temp": 352.0}'

Received message with topic videv/ffw/julian/main_light/brightness and payload b'80'

Success Value for ViDevCommon.brightness (ffw.julian.main_light) is correct (Content 80 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.julian.main_light)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.julian.main_light)): result = 80 (<class 'int'>)
 ↪ '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'

Success Value for ViDevCommon.brightness (ffw.julian.main_light) is correct (Content 100 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (ffw.julian.main_light)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (ffw.julian.main_light)): result = 100 (<class 'int'>)
 ↪ 'int'>)

A.1.61 ViDevCommon.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}'

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 <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 ViDevCommon.color_temp (ffw.julian.main_light) to 0

Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 0

Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":
↪ 250}'

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'

Success Value for Light.color_temp (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'>).

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 ViDevCommon.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}'

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 ViDevCommon.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}'

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'

Success Value for Light.color_temp (ffw.julian.main_light) is correct (Content 4 and Type is <class 'int'>).

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'>)

Info Setting state of ViDevCommon.color_temp (ffw.julian.main_light) to 6

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'

Success Value for Light.color_temp (ffw.julian.main_light) is correct (Content 6 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 413}'

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'>)

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

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'
```

Success Value for Light.color_temp (ffw.julian.main_light) is correct (Content 10 and Type is <class 'int'>).

```
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) → ViDevCommon.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'
```

Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.color_temp (ffw.julian.main_light)): 0 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 2 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.julian.main_light)): 2 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.julian.main_light)): result = 2 (<class 'int'>)

Info Setting state of Light.color_temp (ffw.julian.main_light) to 4

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'

Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 4 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.julian.main_light)): 4 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.julian.main_light)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.julian.main_light)): result = 6 (<class 'int'>)

Info Setting state of Light.color_temp (ffw.julian.main_light) to 8

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 ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.julian.main_light)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.julian.main_light)): result = 8 (<class 'int'>)

Info Setting state of Light.color_temp (ffw.julian.main_light) to 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 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 Value for ViDevCommon.color_temp (ffw.julian.main_light) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (ffw.julian.main_light)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (ffw.julian.main_light)): result = 10 (<class 'int'>)

A.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**.

Info Prepare: Setting devices to last state 30

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
↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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}'

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 (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
 ↪ {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}

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
 ↪ 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
 ↪ {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}

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 'int'>).

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
 ↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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}'

Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
 ↪ b'{"current_heating_setpoint": 30}'

Success Value for HeatingValve.temp_setp (ffw.julian.heating_valve) is correct (Content 30 and Type is <class 'int'>).

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 ViDevCommon.state (ffw.bath.main_light) → 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

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 ViDevCommon.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/0 (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 ViDevCommon.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'

Success Value for Shelly.relay/0 (ffw.bath.main_light) is correct (Content False and Type is <class 'bool'>).

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) → ViDevCommon.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

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.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 ViDevCommon.state (ffw.bath.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.bath.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (ffw.bath.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.bath.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffw.bath.main_light)): result = False (<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

Sending message with topic zigbee_ffw/ffw/bath/heating_valve and payload

↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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 videv/ffw/bath/heating_valve/user_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'>)

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

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

↪ {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}

Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and

↪ payload b'15'

Received message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint and payload

↪ 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}'

Success Value for HeatingValve.temp_setp (ffw.bath.heating_valve) is correct (Content 15 and Type is <class '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

↪ {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}

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```
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  
↳ b'20'
```

```
Received message with topic zigbee_ffw/ffw/bath/heating_valve and payload  
↳ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
```

Success Value for HeatingValve.temp_setp (ffw.bath.heating_valve) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): 20 (<class '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  
↳ {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}
```

```
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  
↳ '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  
↳ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}
```

```
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
 ↪ 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 Value for HeatingValve.temp_setp (ffw.bath.heating_valve) is correct (Content 30 and Type is <class 'int'>).

Result (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): 30 (<class 'int'>)

Expectation (Value for HeatingValve.temp_setp (ffw.bath.heating_valve)): result = 30 (<class 'int'>)
 ↪ 'int'>)

A.1.67 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.state (ffw.floor.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.floor.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffw.floor.main_light)): result = True (<class 'bool'>)
↪ '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 ViDevCommon.state (ffw.floor.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (ffw.floor.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (ffw.floor.main_light)): result = False (<class 'bool'>)
↪ 'bool'>)

A.1.69 ViDevCommon.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 ViDevCommon.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'

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

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.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 ViDevCommon.state (gfw.dirk.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.dirk.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (gfw.dirk.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.dirk.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (gfw.dirk.main_light)): result = False (<class
↪ 'bool'>)

A.1.71 ViDevCommon.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

Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"state": "off"}'

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 ViDevCommon.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 ViDevCommon.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'

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

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) → ViDevCommon.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

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.dirk.desk_light) to True

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 ViDevCommon.state (gfw.dirk.desk_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.dirk.desk_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (gfw.dirk.desk_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.dirk.desk_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (gfw.dirk.desk_light)): result = False (<class
↪ 'bool'>)

A.1.73 ViDevCommon.state (gfw.dirk.pc_dock) → Powerplug1P.state (gfw.dirk.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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.state (gfw.dirk.pc_dock) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.dirk.pc_dock)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.state (gfw.dirk.pc_dock) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.dirk.pc_dock)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (gfw.dirk.pc_dock)): result = False (<class 'bool'>)

A.1.75 ViDevCommon.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 ViDevCommon.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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.state (gfw.dirk.amplifier) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (gfw.dirk.amplifier)): True (<class 'bool'>)
Expectation (Value for ViDevCommon.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 ViDevCommon.state (gfw.dirk.amplifier) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.dirk.amplifier)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (gfw.dirk.amplifier)): result = False (<class 'bool'>)

A.1.77 ViDevCommon.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 ViDevCommon.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 videv/gfw/dirk/phono/state 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 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 ViDevCommon.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 videv/gfw/dirk/phono/state 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 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.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) → ViDevCommon.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 videv/gfw/dirk/phono/state 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 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 ViDevCommon.state (gfw.dirk.phono) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (gfw.dirk.phono)): True (<class 'bool'>)  
Expectation (Value for ViDevCommon.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 videv/gfw/dirk/phono/state 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 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 ViDevCommon.state (gfw.dirk.phono) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (gfw.dirk.phono)): False (<class 'bool'>)
Expectation (Value for ViDevCommon.state (gfw.dirk.phono)): result = False (<class 'bool'>)
```

A.1.79 ViDevCommon.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 ViDevCommon.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 videv/gfw/dirk/cd_player/state 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 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 ViDevCommon.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 videv/gfw/dirk/cd_player/state 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 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) → ViDevCommon.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 videv/gfw/dirk/cd_player/state 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 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 ViDevCommon.state (gfw.dirk.cd_player) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (gfw.dirk.cd_player)): True (<class 'bool'>)
Expectation (Value for ViDevCommon.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 videv/gfw/dirk/cd_player/state 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 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 ViDevCommon.state (gfw.dirk.cd_player) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (gfw.dirk.cd_player)): False (<class 'bool'>)
Expectation (Value for ViDevCommon.state (gfw.dirk.cd_player)): result = False (<class
↳ 'bool'>)
```

A.1.81 ViDevCommon.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
```

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 ViDevCommon.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 videv/gfw/dirk/bt/state 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 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.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 ViDevCommon.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 videv/gfw/dirk/bt/state 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 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.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) → ViDevCommon.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 videv/gfw/dirk/bt/state 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 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 ViDevCommon.state (gfw.dirk.bt) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (gfw.dirk.bt)): True (<class 'bool'>)
Expectation (Value for ViDevCommon.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 videv/gfw/dirk/bt/state 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 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 ViDevCommon.state (gfw.dirk.bt) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevCommon.state (gfw.dirk.bt)): False (<class 'bool'>)
Expectation (Value for ViDevCommon.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 videv/gfw/dirk/phono/state 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 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'>)
↪ '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 videv/gfw/dirk/phono/state 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 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'>)
↪ '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 videv/gfw/dirk/cd_player/state 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 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 videv/gfw/dirk/cd_player/state 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 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) → 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 videv/gfw/dirk/bt/state 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 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 videv/gfw/dirk/bt/state 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 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 ViDevCommon.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",  
↪ "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'
```

Info Prepare: Setting devices to last state 100

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":
↪ 254}'

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 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 ViDevCommon.brightness (gfw.dirk.main_light) to 0

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 ViDevCommon.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}'

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 ViDevCommon.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}'

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",
↪ "brightness": 102.0, "color_temp": 352.0}'

Received message with topic videv/gfw/dirk/main_light/brightness and payload b'40'

Success Value for Light.brightness (gfw.dirk.main_light) is correct (Content 40 and Type is <class 'int'>).

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'>)

Info Setting state of ViDevCommon.brightness (gfw.dirk.main_light) to 60

Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 60

Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
↪ 153}'

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'

Success Value for Light.brightness (gfw.dirk.main_light) is correct (Content 60 and Type is <class 'int'>).

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 ViDevCommon.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}'

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 ViDevCommon.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",
↪ "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) → ViDevCommon.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 ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (gfw.dirk.main_light)): 0 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (gfw.dirk.main_light)): result = 0 (<class  
↪ 'int'>)
```

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

```
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 ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (gfw.dirk.main_light)): 20 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (gfw.dirk.main_light)): result = 20 (<class  
↪ 'int'>)
```

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

```
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",  
↪ "brightness": 102.0, "color_temp": 352.0}'
```

```
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'40'
```

Success Value for ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (gfw.dirk.main_light)): 40 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.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",  
↪ "brightness": 153.0, "color_temp": 352.0}'
```

Received message with topic videv/gfw/dirk/main_light/brightness and payload b'60'

Success Value for ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.main_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.dirk.main_light)): result = 60 (<class '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'

Success Value for ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 80 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.main_light)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "brightness": 254.0, "color_temp": 352.0}

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 ViDevCommon.brightness (gfw.dirk.main_light) is correct (Content 100 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.main_light)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.dirk.main_light)): result = 100 (<class 'int'>)

A.1.88 ViDevCommon.color_temp (gfw.dirk.main_light) → Light.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

```
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 ViDevCommon.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'
```

Success Value for Light.color_temp (gfw.dirk.main_light) is correct (Content 0 and Type is <class 'int'>).

```
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'>)
```

Info Setting state of ViDevCommon.color_temp (gfw.dirk.main_light) to 2

```
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'
```

Success Value for Light.color_temp (gfw.dirk.main_light) is correct (Content 2 and Type is <class 'int'>).

```
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 ViDevCommon.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":
↪ 332}'

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'>)

Info Setting state of ViDevCommon.color_temp (gfw.dirk.main_light) to 6

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}'

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'

Success Value for Light.color_temp (gfw.dirk.main_light) is correct (Content 6 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 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",
↪ "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 ViDevCommon.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}'

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) → ViDevCommon.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 ViDevCommon.color_temp (gfw.dirk.main_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): result = 0 (<class 'int'>)

Info Setting state of Light.color_temp (gfw.dirk.main_light) to 2

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'

Success Value for ViDevCommon.color_temp (gfw.dirk.main_light) is correct (Content 2 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): 2 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): result = 2 (<class 'int'>)

Info Setting state of Light.color_temp (gfw.dirk.main_light) to 4

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 ViDevCommon.color_temp (gfw.dirk.main_light) is correct (Content 4 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): 4 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "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 ViDevCommon.color_temp (gfw.dirk.main_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): result = 6 (<class '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",
↪ "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'

Success Value for ViDevCommon.color_temp (gfw.dirk.main_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "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 ViDevCommon.color_temp (gfw.dirk.main_light) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.main_light)): result = 10 (<class 'int'>)

A.1.90 ViDevCommon.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 ViDevCommon.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'

Success Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 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'

Success Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 20 and Type is <class 'int'>).

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 ViDevCommon.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}'

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'>)

Info Setting state of ViDevCommon.brightness (gfw.dirk.desk_light) to 60

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}'

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 ViDevCommon.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":
↪ 203}'

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'

Success Value for Light.brightness (gfw.dirk.desk_light) is correct (Content 80 and Type is <class 'int'>).

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 ViDevCommon.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) → ViDevCommon.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 ViDevCommon.brightness (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): result = 0 (<class
↪ 'int'>)

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

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'

Success Value for ViDevCommon.brightness (gfw.dirk.desk_light) is correct (Content 20 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): 20 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): result = 20 (<class
↪ 'int'>)

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

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 ViDevCommon.brightness (gfw.dirk.desk_light) is correct (Content 40 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): 40 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "brightness": 153.0, "color_temp": 352.0}'

Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'60'

Success Value for ViDevCommon.brightness (gfw.dirk.desk_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): result = 60 (<class 'int'>)
↪ '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'

Success Value for ViDevCommon.brightness (gfw.dirk.desk_light) is correct (Content 80 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): 80 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): result = 80 (<class 'int'>)
↪ '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 ViDevCommon.brightness (gfw.dirk.desk_light) is correct (Content 100 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): 100 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.dirk.desk_light)): result = 100 (<class 'int'>)
↪ 'int'>)

A.1.92 ViDevCommon.color_temp (gfw.dirk.desk_light) → Light.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

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 ViDevCommon.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}'

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 Light.color_temp (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'>).

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 ViDevCommon.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 ViDevCommon.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":
↪ 332}'

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'>)

Info Setting state of ViDevCommon.color_temp (gfw.dirk.desk_light) to 6

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}'

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'

Success Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 6 and Type is <class 'int'>).

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 ViDevCommon.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":
↪ 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",
↪ "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 ViDevCommon.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}'

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) → ViDevCommon.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 ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): result = 0 (<class 'int'>)
↪ 'int'>)

Info Setting state of Light.color_temp (gfw.dirk.desk_light) to 2

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 ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 2 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): 2 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): result = 2 (<class 'int'>)
↪ 'int'>)

Info Setting state of Light.color_temp (gfw.dirk.desk_light) to 4

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 ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 4 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): 4 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): result = 4 (<class 'int'>)
↪ '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",
↪ "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 ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): result = 6 (<class '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",
↪ "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'

Success Value for ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.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 ViDevCommon.color_temp (gfw.dirk.desk_light) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.dirk.desk_light)): result = 10 (<class 'int'>)

A.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**.

Info Prepare: Setting devices to last state 30

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
 ↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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
 ↪ 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}'

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.dirk.heating_valve) to 15

Sending message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint/set and
 ↪ payload 15

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
 ↪ {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}

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}'

Success Value for HeatingValve.temp_setp (gfw.dirk.heating_valve) is correct (Content 15 and Type is <class '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'>)

Info Setting state of ViDevHeating.temp_setp (gfw.dirk.heating_valve) to 20

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
 ↪ b'20'

Received message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
 ↪ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'

Success Value for HeatingValve.temp_setp (gfw.dirk.heating_valve) is correct (Content 20 and Type is <class '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
 ↪ '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
 ↪ {"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
 ↪ 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}'

Success Value for HeatingValve.temp_setp (gfw.dirk.heating_valve) is correct (Content 25 and Type is <class '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
 ↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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
 ↪ 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}'

Success Value for HeatingValve.temp_setp (gfw.dirk.heating_valve) is correct (Content 30 and Type is <class 'int'>).

Result (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): 30 (<class 'int'>)

Expectation (Value for HeatingValve.temp_setp (gfw.dirk.heating_valve)): result = 30 (<class 'int'>)
 ↪ 'int'>)

A.1.95 ViDevCommon.state (gfw.marion.main_light) → 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'>)

Info Setting state of ViDevCommon.state (gfw.marion.main_light) to True

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 videv/gfw/marion/main_light/state and payload b'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 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 ViDevCommon.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 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'
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 videv/gfw/marion/main_light/state and payload b'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}'

```

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

```

Result (Value for Shelly.relay/0 (gfw.marion.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (gfw.marion.main_light)): result = False (<class
↪ 'bool'>)

```

A.1.96 Shelly.relay/0 (gfw.marion.main_light) → ViDevCommon.state (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
Received message with topic videv/gfw/marion/window_light/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 (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 videv/gfw/marion/main_light/state and payload b'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 ViDevCommon.state (gfw.marion.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.marion.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.state (gfw.marion.main_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 videv/gfw/marion/main_light/state and payload b'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'

Success Value for ViDevCommon.state (gfw.marion.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.marion.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (gfw.marion.main_light)): result = False (<class
↪ 'bool'>)

A.1.97 ViDevCommon.state (gfw.marion.window_light) → Light.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 ViDevCommon.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 ViDevCommon.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'

Success Value for Light.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

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) → ViDevCommon.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 ViDevCommon.state (gfw.marion.window_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.marion.window_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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",
↔ "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'

Success Value for ViDevCommon.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (gfw.marion.window_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (gfw.marion.window_light)): result = False (<class
↔ 'bool'>)

A.1.99 Shelly.relay/0 (gfw.marion.main_light) → 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 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 videv/gfw/marion/main_light/state and payload b'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 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 videv/gfw/marion/main_light/state and payload b'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'

Success Value for Light.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

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
↪ {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}

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
 ↪ {"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}'

Success Value for HeatingValve.temp_setp (gfw.marion.heating_valve) is correct (Content 15 and Type is <class '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
 ↪ b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'

Success Value for HeatingValve.temp_setp (gfw.marion.heating_valve) is correct (Content 20 and Type is <class '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 'int'>)
 ↪ '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}'

Success Value for HeatingValve.temp_setp (gfw.marion.heating_valve) is correct (Content 25 and Type is <class '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'>)
 ↪ '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
↳ b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
```

Success Value for HeatingValve.temp_setp (gfw.marion.heating_valve) is correct (Content 30 and Type is <class '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 ViDevCommon.state (gfw.floor.main_light) → Shelly.relay/0 (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 ViDevCommon.state (gfw.floor.main_light) to True

```
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
```

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↳ "brightness": 127.0, "color_temp": 352.0}
```

```
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 shellies/gfw/floor/main_light/relay/0 and payload b'on'
```

```
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 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 videv/gfw/floor/main_light/brightness and payload b'50'

Received message with topic videv/gfw/floor/main_light/color_temp and payload b'5'

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}'

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 ViDevCommon.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 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'

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

Result (Value for Shelly.relay/0 (gfw.floor.main_light)): False (<class 'bool'>)

Expectation (Value for Shelly.relay/0 (gfw.floor.main_light)): result = False (<class 'bool'>)

A.1.102 Shelly.relay/0 (gfw.floor.main_light) → ViDevCommon.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

Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload on

Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪ "brightness": 127.0, "color_temp": 352.0}

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 shellies/gfw/floor/main_light/relay/0 and payload b'on'
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 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}'

```

Success Value for ViDevCommon.state (gfw.floor.main_light) is correct (Content True and Type is <class 'bool'>).

```

Result (Value for ViDevCommon.state (gfw.floor.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevCommon.state (gfw.floor.main_light)): result = True (<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 ViDevCommon.state (gfw.floor.main_light) is correct (Content False and Type is <class 'bool'>).

```

Result (Value for ViDevCommon.state (gfw.floor.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevCommon.state (gfw.floor.main_light)): result = False (<class
↳ 'bool'>)

```

A.1.103 ViDevCommon.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

```

Unittest for smart_brain

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",  
↪ "brightness": 127.0, "color_temp": 352.0}  
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 shellies/gfw/floor/main_light/relay/0 and payload b'on'  
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 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":  
↪ 254}'  
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":  
↪ 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 ViDevCommon.brightness (gfw.floor.main_light) to 0

```
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 0
```


Unittest for smart_brain

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'>)

Info Setting state of ViDevCommon.brightness (gfw.floor.main_light) to 20

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":
↪ 52}'

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 Light.brightness (gfw.floor.main_light) is correct (Content 20 and Type is <class 'int'>).

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 ViDevCommon.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}'

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}'

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'

Success Value for Light.brightness (gfw.floor.main_light) is correct (Content 40 and Type is <class 'int'>).

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'>)

Info Setting state of ViDevCommon.brightness (gfw.floor.main_light) to 60

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}'

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}'

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 ViDevCommon.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":
 ↪ 203}'

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}'

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 ViDevCommon.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}'

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":
↪ 254}'

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'

Success Value for Light.brightness (gfw.floor.main_light) is correct (Content 100 and Type is <class 'int'>).

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) → ViDevCommon.brightness (gfw.floor.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/floor/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.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 ViDevCommon.brightness (gfw.floor.main_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.floor.main_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.brightness (gfw.floor.main_light)): result = 0 (<class
↪ '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 ViDevCommon.brightness (gfw.floor.main_light) is correct (Content 20 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.floor.main_light)): 20 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "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'

Success Value for ViDevCommon.brightness (gfw.floor.main_light) is correct (Content 40 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.floor.main_light)): 40 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.brightness (gfw.floor.main_light) is correct (Content 60 and Type is <class 'int'>).

Result (Value for ViDevCommon.brightness (gfw.floor.main_light)): 60 (<class 'int'>)

Expectation (Value for ViDevCommon.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",  
↪ "brightness": 203.0, "color_temp": 352.0}'
```

```
Received message with topic videv/gfw/floor/main_light/brightness and payload b'80'
```

Success Value for ViDevCommon.brightness (gfw.floor.main_light) is correct (Content 80 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (gfw.floor.main_light)): 80 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (gfw.floor.main_light)): result = 80 (<class  
↪ 'int'>)
```

Info Setting state of Light.brightness (gfw.floor.main_light) to 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 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 Value for ViDevCommon.brightness (gfw.floor.main_light) is correct (Content 100 and Type is <class 'int'>).

```
Result (Value for ViDevCommon.brightness (gfw.floor.main_light)): 100 (<class 'int'>)
```

```
Expectation (Value for ViDevCommon.brightness (gfw.floor.main_light)): result = 100 (<class  
↪ 'int'>)
```

A.1.105 ViDevCommon.color_temp (gfw.floor.main_light) → Light.color_temp (gfw.floor.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/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":
↪ 454}'

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/set and payload b'{"color_temp":
↪ 454}'

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 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 ViDevCommon.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}'

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}'

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 ViDevCommon.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}'

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}'

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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 ViDevCommon.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}'

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}'

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 ViDevCommon.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}'

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}'

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'

Success Value for Light.color_temp (gfw.floor.main_light) is correct (Content 6 and Type is <class 'int'>).

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 ViDevCommon.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}'

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}'

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 ViDevCommon.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}'

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}'

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'>)

A.1.106 Light.color_temp (gfw.floor.main_light) → ViDevCommon.color_temp (gfw.floor.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/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",
↪ "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 ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 0 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.floor.main_light)): 0 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "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 ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 2 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.floor.main_light)): 2 (<class 'int'>)

Expectation (Value for ViDevCommon.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'

Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 4 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.floor.main_light)): 4 (<class 'int'>)

Expectation (Value for ViDevCommon.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",
↪ "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'

Success Value for ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 6 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.floor.main_light)): 6 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.floor.main_light)): result = 6 (<class 'int'>)
↪ '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",
↪ "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 ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 8 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.floor.main_light)): 8 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.floor.main_light)): result = 8 (<class 'int'>)
↪ '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",
↪ "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 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 ViDevCommon.color_temp (gfw.floor.main_light) is correct (Content 10 and Type is <class 'int'>).

Result (Value for ViDevCommon.color_temp (gfw.floor.main_light)): 10 (<class 'int'>)

Expectation (Value for ViDevCommon.color_temp (gfw.floor.main_light)): result = 10 (<class 'int'>)
↪ 'int'>)

A.1.107 ViDevCommon.state (stw.stairway.main_light) → 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 ViDevCommon.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/state and payload b'true'

Received message with topic videv/stw/stairway/main_light/timer and payload b'100'

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 ViDevCommon.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 videv/stw/stairway/main_light/timer and payload b'99'

Received message with topic videv/stw/stairway/main_light/state and payload b'false'

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'

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) → ViDevCommon.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/state and payload b'true'

Received message with topic videv/stw/stairway/main_light/timer and payload b'100'

Success Value for ViDevCommon.state (stw.stairway.main_light) is correct (Content True and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (stw.stairway.main_light)): True (<class 'bool'>)

Expectation (Value for ViDevCommon.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 videv/stw/stairway/main_light/state and payload b'false'

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'

Success Value for ViDevCommon.state (stw.stairway.main_light) is correct (Content False and Type is <class 'bool'>).

Result (Value for ViDevCommon.state (stw.stairway.main_light)): False (<class 'bool'>)

Expectation (Value for ViDevCommon.state (stw.stairway.main_light)): result = False (<class 'bool'>)

B Test-Coverage

B.1 devdi

The line coverage for devdi was 99.5%

The branch coverage for devdi was 85.7%

B.1.1 devdi.__init__.py

The line coverage for devdi.__init__.py was 100.0%

The branch coverage for devdi.__init__.py was 85.7%

1

B.1.2 devdi.rooms.py

The line coverage for devdi.rooms.py was 99.1%

The branch coverage for devdi.rooms.py was 85.7%

```

1 import config
2 from .topic import get_topic
3 import logging
4 #
5 from devdi import topic as props
6 from devdi.topic import ALL_OFF_VIDEV_TOPIC, ALL_SUMMER_WINTER_MODE_TOPIC
7 from mqtt import mqtt_client
8 """
9 In this module we initialise the smartzhome devices for all rooms.
10 These rooms can be used in the different project for smarthome.
11
12 The device names in the room classes follow this definition:
13     switch_main_light
14     light_main_light
15     motion_main_light_xx (xx: gf, ff)
16     videv_main_light
17
18     switch_desk_light
19     light_desk_light
20     videv_desk_light
21
22     switch_floor_light
23     light_floor_light
24     videv_floor_light
25
26     switch_window_light
27     light_window_light
28     videv_window_light
29
30     switch_wardrobe_light
31     light_wardrobe_light
32     videv_wardrobe_light
33
34     switch_bed_dirk_light
35     light_bed_dirk_light
36     videv_bed_dirk_light

```

Unittest for smart_brain

```
37
38     switch_bed_marion_light
39     light_bed_marion_light
40     videv_bed_marion_light
41
42     switch_window_light
43     light_window_light
44     videv_window_light
45
46     switch_garland_light
47     videv_garland_light
48
49     switch_repeater
50     videv_repeater
51
52     switch_xmas_tree_light
53     videv_xmas_tree_light
54
55     switch_xmas_star_light
56     videv_xmas_star_light
57
58     switch_circulation_pump
59     videv_circulation_pump
60
61     switch_powerplug_4
62     videv_amplifier
63     videv_cd_player
64     videv_bluetooth
65     videv_phono
66
67     switch_pc_dock
68     videv_pc_dock
69
70     remote_ctrl
71     audio_status_spotify
72     audio_status_mpd
73     audio_status_bluetooth
74
75
76     valve_heating
77     ambient_info
78     videv_heating
79
80     videv_multistate
81     videv_mode
82
83     input_device
84
85
86 The following devices are already in use and have to be defined in devices.xxx
87 """
88 from devices import group
89
90 from devices import shelly_sw1
91 from devices import hue_sw_br_ct
92 from devices import tradfri_sw
93 from devices import tradfri_sw_br
94 from devices import tradfri_sw_br_ct
95 from devices import tradfri_button
96 from devices import livarno_sw_br_ct
97 from devices import brennenstuhl_heatingvalve
```


Unittest for smart_brain

```

98 from devices import silvercrest_powerplug
99 from devices import silvercrest_motion_sensor
100 from devices import my_powerplug
101 from devices import audio_status
102 from devices import remote
103 from devices import my_ambient
104 #
105 from devices import videv_sw
106 from devices import videv_sw_br
107 from devices import videv_sw_br_ct
108 from devices import videv_sw_tm
109 from devices import videv_sw_mo
110 from devices import videv_hea
111 from devices import videv_pure_switch
112 from devices import videv_multistate
113 from devices import videv_audio_player
114 from devices import videv_all_off
115 #
116 #
117 try:
118     from config import APP_NAME as ROOT_LOGGER_NAME
119 except ImportError:
120     ROOT_LOGGER_NAME = 'root'
121 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
122
123
124 class base_room(object):
125     def __get_group__(self, class_type, mqtt_client, stg, loc, roo, fun, num):
126         dg = []
127         topic = get_topic(stg, loc, roo, fun)
128         for i in range(1, num + 1):
129             device_topic = topic + '%d' % i
130             dg.append(class_type(mqtt_client, device_topic))
131         this_device = group(*dg)
132         return this_device
133
134
135 #
136 # ROOM COLLECTION
137 #####
138 #
139 class collection(object):
140     def __init__(self, mqtt_client: mqtt_client):
141         self.videv_all_off = videv_all_off(mqtt_client, ALL_OFF_VIDEV_TOPIC)
142         self.videv_summer_mode = videv_pure_switch(self.mqtt_client, ALL_SUMMER_WINTER_MODE_TOPIC)
143
144 #
145 # FFE
146 #####
147 #
148 class ffe_floor(base_room):
149     def __init__(self, mqtt_client: mqtt_client):
150         loc = props.LOC_FFE
151         roo = props.ROO_FLO
152         # http://shelly1l-3C6105E4E629
153         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props.FUN_MAL))
154         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_MAL))

```

Unittest for smart_brain

```

155
156
157 class ffe_diningroom(base_room):
158     def __init__(self, mqtt_client: mqtt_client):
159         loc = props.LOC_FFE
160         roo = props.ROO_DIN
161         #
162         # http://shelly1l-84CCA8ADD055
163         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
164         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_MAL))
165
166         self.switch_floor_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZFE, loc
, roo, props.FUN_FLL))
167         self.videv_floor_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_FLL))
168
169         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc,
roo, props.FUN_HEA))
170         self.videv_heating = videv_he(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
171
172         if config.CHRISTMAS:
173             self.switch_garland_light = silvercrest_powerplug(mqtt_client, get_topic(props.
STG_ZFE, loc, roo, props.FUN_GAR))
174             self.videv_garland_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_GAR))
175
176
177 class ffe_kitchen(base_room):
178     def __init__(self, mqtt_client: mqtt_client):
179         loc = props.LOC_FFE
180         roo = props.ROO_KIT
181         #
182         # http://shelly1l-8CAAB5616C01
183         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
184         self.light_main_light: hue_sw_br_ct = self.__get_group__(hue_sw_br_ct, mqtt_client, props
.STG_ZFE, loc, roo, props.FUN_MAL, 2)
185         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_MAL))
186
187         # http://shelly1-e89f6d85a466
188         self.switch_circulation_pump = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo,
props.FUN_CIR))
189         self.videv_circulation_pump = videv_sw_tm(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_CIR))
190
191         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc,
roo, props.FUN_HEA))
192         self.videv_heating = videv_he(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
193
194
195 class ffe_livingroom(base_room):
196     def __init__(self, mqtt_client: mqtt_client):
197         loc = props.LOC_FFE
198         roo = props.ROO_LIV
199         #
200         # http://shelly1l-3C6105E3F910

```

Unittest for smart_brain

```
201     self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
202     .FUN_MAL))
203     self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFE, loc, roo,
204     props.FUN_MAL))
205     self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
206     props.FUN_MAL))
207
208     self.light_floor_light: tradfri_sw_br_ct = self.__get_group__(tradfri_sw_br_ct,
209     mqtt_client, props.STG_ZFE, loc, roo, props.FUN_FLL, 6)
210     self.videv_floor_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
211     props.FUN_FLL))
212
213     self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc,
214     roo, props.FUN_HEA))
215     self.videv_heating = videv_heating(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
216     FUN_HEA))
217
218     self.ambient_info = my_ambient(mqtt_client, get_topic(props.STG_MYA, loc, roo, props.
219     FUN_AMB))
220
221     if config.CHRISTMAS:
222         self.switch_xmas_tree_light = silvercrest_powerplug(mqtt_client, get_topic(props.
223         STG_ZFE, loc, roo, props.FUN_XTR))
224         self.videv_xmas_tree_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo,
225         props.FUN_XTR))
226
227         self.switch_xmas_star_light = silvercrest_powerplug(mqtt_client, get_topic(props.
228         STG_ZFE, loc, roo, props.FUN_XST))
229         self.videv_xmas_star_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo,
230         props.FUN_XST))
231
232
233 class ffe_sleep(base_room):
234     def __init__(self, mqtt_client: mqtt_client):
235         loc = props.LOC_FFE
236         roo = props.ROO_SLP
237
238         #
239         # http://shelly1l-E8DB84A254C7
240         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
241         .FUN_MAL))
242         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFE, loc, roo,
243         props.FUN_MAL))
244         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
245         props.FUN_MAL))
246
247         self.input_device = tradfri_button(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.
248         FUN_INP))
249
250         self.light_bed_dirk_light = tradfri_sw_br(mqtt_client, get_topic(props.STG_ZFE, loc, roo,
251         props.FUN_BLD))
252         self.videv_bed_dirk_light = videv_sw_br(mqtt_client, get_topic(props.STG_VDE, loc, roo,
253         props.FUN_BLD))
254
255         self.switch_bed_marion_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZFE
256         , loc, roo, props.FUN_BLM))
257         self.videv_bed_marion_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo,
258         props.FUN_BLM))
259
260         self.light_wardrobe_light = tradfri_sw_br(mqtt_client, get_topic(props.STG_ZFE, loc, roo,
261         props.FUN_WLI))
262         self.videv_wardrobe_light = videv_sw_br(mqtt_client, get_topic(props.STG_VDE, loc, roo,
263         props.FUN_WLI))
```

Unittest for smart_brain

```
241
242     self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc,
243     self.videv_heating = videv_heav(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
244
245     self.videv_multistate = videv_multistate(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_VMS))
246
247
248 #
249 # FFW
#####
250 #
251 class ffw_bath(base_room):
252     def __init__(self, mqtt_client: mqtt_client):
253         loc = props.LOC_FFW
254         roo = props.ROO_BAT
255         #
256         # http://shelly1-58BF25D84219
257         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
258         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_MAL))
259
260         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc,
roo, props.FUN_HEA))
261         self.videv_heating = videv_heav(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
262
263
264 class ffw_floor(base_room):
265     def __init__(self, mqtt_client: mqtt_client):
266         loc = props.LOC_FFW
267         roo = props.ROO_FLO
268         #
269         # http://shelly1-58BF25D848EA
270         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
271         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_MAL))
272
273
274 class ffw_julian(base_room):
275     def __init__(self, mqtt_client: mqtt_client):
276         loc = props.LOC_FFW
277         roo = props.ROO_JUL
278         #
279         # http://shelly1l-3C6105E43452
280         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
281         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFW, loc, roo,
props.FUN_MAL))
282         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_MAL))
283
284         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc,
roo, props.FUN_HEA))
285         self.videv_heating = videv_heav(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
286
287
```

Unittest for smart_brain

```

288 class ffw_livingroom(base_room):
289     def __init__(self, mqtt_client: mqtt_client):
290         loc = props.LOC_FFW
291         roo = props.ROO_LIV
292         #
293         # http://shelly1l-84CCA8ACE6A1
294         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
295         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFW, loc, roo,
props.FUN_MAL))
296         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_MAL))
297
298         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc,
roo, props.FUN_HEA))
299         self.videv_heating = videv_he(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
300
301
302 class ffw_sleep(base_room):
303     def __init__(self, mqtt_client: mqtt_client):
304         loc = props.LOC_FFW
305         roo = props.ROO_SLP
306         #
307         # http://shelly1-3494546A51F2
308         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
309         self.light_main_light = tradfri_sw_br(mqtt_client, get_topic(props.STG_ZFW, loc, roo,
props.FUN_MAL))
310         self.videv_main_light = videv_sw_br(mqtt_client, get_topic(props.STG_VDE, loc, roo, props
.FUN_MAL))
311
312         self.light_window_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFW, loc, roo
, props.FUN_WIL))
313         self.videv_window_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_WIL))
314
315         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc,
roo, props.FUN_HEA))
316         self.videv_heating = videv_he(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
317
318
319 #
320 # GAR
321 #####
322 #
323 class gar_garden(base_room):
324     def __init__(self, mqtt_client: mqtt_client):
325         loc = props.LOC_GAR
326         roo = props.ROO_GAR
327         #
328         self.switch_garland_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZGW,
loc, roo, props.FUN_GAR))
329         self.videv_garland_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props
.FUN_GAR))
330
331         self.switch_repeater = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZGW, loc,
roo, props.FUN_REP))
332         self.videv_repeater = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_REP))
333

```

Unittest for smart_brain

```
333     self.videv_mode = videv_pure_switch(mqtt_client, get_topic(props.STG_VDE, loc, roo, props
334     .FUN MOD))
335
336 #
337 # GFW
338 #####
339 #
340 class gfw_dirk(base_room):
341     def __init__(self, mqtt_client: mqtt_client):
342         loc = props.LOC_GFW
343         roo = props.ROO_DIR
344         #
345         # http://shelly1l-3C6105E44F27
346         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
347         .FUN_MAL))
348         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZGW, loc, roo,
349         props.FUN_MAL))
350         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
351         props.FUN_MAL))
352
353         self.input_device = tradfri_button(mqtt_client, get_topic(props.STG_ZGW, loc, roo, props.
354         FUN_INP))
355         self.videv_multistate = videv_multistate(mqtt_client, get_topic(props.STG_VDE, loc, roo,
356         props.FUN_VMS))
357
358         self.switch_powerplug_4 = my_powerplug(mqtt_client, get_topic(props.STG_MYA, loc, roo,
359         props.FUN_MPP))
360         self.KEY_POWERPLUG_AMPLIFIER = self.switch_powerplug_4.KEY_OUTPUT_0
361         self.KEY_POWERPLUG_PHONO = self.switch_powerplug_4.KEY_OUTPUT_1
362         self.KEY_POWERPLUG_CD_PLAYER = self.switch_powerplug_4.KEY_OUTPUT_2
363         self.KEY_POWERPLUG_BT = self.switch_powerplug_4.KEY_OUTPUT_3
364         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_AMPLIFIER, "amplifier")
365         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_PHONO, "phono")
366         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_CD_PLAYER, "cd-player")
367         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_BT, "bluetooth")
368
369         self.videv_amplifier = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
370         FUN_AMP))
371         self.videv_cd_player = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
372         FUN_CDP))
373         self.videv_bluetooth = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
374         FUN_BTP))
375         self.videv_phono = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_PHO
376         ))
377
378         self.light_desk_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZGW, loc, roo,
379         props.FUN_DEL))
380         self.videv_desk_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
381         props.FUN_DEL))
382
383         self.switch_pc_dock = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZGW, loc,
384         roo, props.FUN_DCK))
385         self.videv_pc_dock = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
386         FUN_DCK))
387
388         self.remote_ctrl = remote(mqtt_client, get_topic(props.STG_MYA, loc, roo, props.FUN_RCA))
389         self.audio_status_spotify = audio_status(mqtt_client, get_topic(props.STG_MYA, loc, roo,
390         props.FUN_ASS))
391         self.audio_status_mpd = audio_status(mqtt_client, get_topic(props.STG_MYA, loc, roo,
392         props.FUN_ASM))
393         self.audio_status_bluetooth = audio_status(mqtt_client, get_topic(props.STG_MYA, loc, roo
394         , props.FUN_ASB))
395         self.videv_audio_player = videv_audio_player(mqtt_client, get_topic(props.STG_VDE, loc,
396         roo, props.FUN_VAU))
```

Unittest for smart_brain

```
378
379     self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZGW, loc,
380     roo, props.FUN_HEA))
381     self.ambient_info = my_ambient(mqtt_client, get_topic(props.STG_MYA, loc, roo, props.
FUN_AMB))
382     self.videv_heating = videv_heating(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
383
384 class gfw_floor(base_room):
385     def __init__(self, mqtt_client: mqtt_client):
386         loc = props.LOC_GFW
387         roo = props.ROO_FLO
388         #
389         # http://shelly1l-84CCA8AD1148
390         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
391         self.light_main_light: tradfri_sw_br_ct = self.__get_group__(tradfri_sw_br_ct,
mqtt_client, props.STG_ZGW, loc, roo, props.FUN_MAL, 2)
392         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_MAL))
393
394
395 class gfw_marion(base_room):
396     def __init__(self, mqtt_client: mqtt_client):
397         loc = props.LOC_GFW
398         roo = props.ROO_MAR
399         # http://shelly1l-E8DB84A1E067
400         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
.FUN_MAL))
401         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_MAL))
402
403         self.light_window_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZGW, loc, roo
, props.FUN_WIL))
404         self.videv_window_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
props.FUN_WIL))
405
406         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZGW, loc,
roo, props.FUN_HEA))
407         self.videv_heating = videv_heating(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
FUN_HEA))
408
409
410 #
411 # STW
412 #####
413 #
414 class stairway(base_room):
415     def __init__(self, mqtt_client: mqtt_client):
416         loc = props.LOC_STW
417         #
418         # http://shelly1-3494546A9364
419         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, props.
ROO_STF, props.FUN_MAL))
420         self.motion_main_light_gf = silvercrest_motion_sensor(mqtt_client, get_topic(props.
STG_ZGW, loc, props.ROO_STG, props.FUN_MSE))
421         self.motion_main_light_ff = silvercrest_motion_sensor(mqtt_client, get_topic(props.
STG_ZFE, loc, props.ROO_STF, props.FUN_MSE))
422         self.videv_main_light = videv_sw_mo(mqtt_client, get_topic(props.STG_VDE, loc, props.
ROO_STF, props.FUN_MAL))
```

B.1.3 devdi.topic.py

The line coverage for devdi.topic.py was 100.0%

The branch coverage for devdi.topic.py was 85.7%

```

1 from collections import UserString
2
3 STOP_EXECUTION_TOPIC = "TESTRUN_WHILE_DEBUG_ON/STOP_EXECUTION"
4 ALL_OFF_VIDEV_TOPIC = "videv/off"
5 ALL_SUMMER_WINTER_MODE_TOPIC = "videv/summer_mode"
6
7 #
8 # Device TYPe definitions
9 #
10 DTY_SHY_SW1 = 1
11 """ Shelly """
12 DTY_TLI_Sxx = 2
13 """ Tradfri Light (Switching only) """
14 DTY_TLI_SBx = 3
15 """ Tradfri Light (Switching and Brightnes) """
16 DTY_TLI_SBT = 4
17 """ Tradfri Light (Switching , Brightnes and Colortemperature) """
18 DTY_TIN_5xx = 5
19 """ Tradfri Input Device (5 Buttons) """
20 DTY_LLI_SBT = 6
21 """ Livarno Light (Switching , Brightnes and Colortemperature) """
22 DTY_BVL_xxx = 7
23 """ Brennenstuhl Heatingvalve """
24 DTY_SPP_SW1 = 8
25 """ Silvercrest Powerplug """
26 DTY_SMS_xxx = 9
27 """ Silvercrest Motion Sensor """
28 DTY_MPP_4xx = 10
29 """ My Powerplug (4 plugs) """
30 DTY_MAS_xxx = 11
31 """ My Audio status (MPD) """
32 DTY_MRE_xxx = 12
33 """ My Remote control """
34 DTY_MAM_THP = 13
35 """ My Ambient Information (Temperature, Humidity, Pressure)"""
36 DTY_HLI_SBT = 14
37 """ Hue Light (Switching , Brightnes and Colortemperature) """
38
39 #
40 # Source Transmission Group
41 #
42 STG_ZGW = 1
43 """ Zigbee ground floor west """
44 STG_ZFW = 2
45 """ Zigbee first floor west """
46 STG_ZFE = 3
47 """ Zigbee first floor east """
48 STG_SHE = 4
49 """ Shellies """
50 STG_MYA = 5
51 """ My Applications """
52 STG_VDE = 6
53 """ Videv Devices """
54
55
56 #
57 # LOCation
58 #

```


Unittest for smart_brain

```
59 LOC_GFW = 1
60 """ Ground floor west """
61 LOC_GFE = 2
62 """ Ground floor east """
63 LOC_STW = 3
64 """ Stairway """
65 LOC_FFW = 4
66 """ First floor west """
67 LOC_FFE = 5
68 """ First floor east """
69 LOC_STW = 6
70 """ Stairways """
71 LOC_GAR = 7
72
73
74 #
75 # ROOMs
76 #
77 ROO_DIN = 1
78 """ Diningroom """
79 ROO_KIT = 2
80 """ Kitchen """
81 ROO_LIV = 3
82 """ Livingroom """
83 ROO_FLO = 4
84 """ Floor """
85 ROO_SLP = 5
86 """ Sleep """
87 ROO_BAT = 6
88 """ Bath """
89 ROO_DIR = 7
90 """ Dirk """
91 ROO_MAR = 8
92 """ Marion """
93 ROO_JUL = 9
94 """ Julian """
95 ROO_STG = 10
96 """ ground floor """
97 ROO_STF = 11
98 """ first floor """
99 ROO_GAR = 12
100 """ garden """
101
102
103 #
104 # FUNctions
105 #
106 FUN_MAL = 1
107 """ Main Light """
108 FUN_DEL = 2
109 """ Desk Light """
110 FUN_FLL = 3
111 """ Floor Light """
112 FUN_BLD = 4
113 """ Bed Light Dirk """
114 FUN_BLM = 5
115 """ Bed Light Marion """
116 FUN_HEA = 6
117 """ Heating """
118 FUN_MPP = 7
119 """ Multiple Powerplugs """
```

```

120 FUN_INP = 8
121 """ Input Device """
122 FUN_CIR = 9
123 """ Circulation Pump """
124 FUN_GAR = 10
125 """ Garland """
126 FUN_XTR = 11
127 """ X-Mas Tree """
128 FUN_XST = 12
129 """ X-Mas Star """
130 FUN_MSE = 13
131 """ Motion Sensor """
132 FUN_RCA = 14
133 """ Remote Control Amplifier """
134 FUN_RCC = 15
135 """ Remote Control CD-Player """
136 FUN_ASS = 16
137 """ Audio status spotify """
138 FUN_ASM = 17
139 """ Audio status mpd """
140 FUN_ASB = 18
141 """ Audio status bluetooth """
142 FUN_DCK = 19
143 """ Docking Station """
144 FUN_AMB = 20
145 """ Ambient information """
146 FUN_REP = 21
147 """ Repeater suppla """
148 FUN_WLI = 22
149 """ Warddrobe light """
150 FUN_WIL = 23
151 """ Window light """
152 FUN_AMP = 24
153 """ Amplifier """
154 FUN_CDP = 25
155 """ CD Player """
156 FUN_BTP = 26
157 """ Bluetooth """
158 FUN_PHO = 27
159 """ Phono """
160 FUN_VMS = 28
161 """ Virtual Multi State"""
162 FUN_MOD = 29
163 """ Mode """
164 FUN_VAU = 30
165 """ Virtual Audio player status """
166
167
168 STG_TOPIC = {
169     STG_ZGW: 'zigbee_gfw',
170     STG_ZFW: 'zigbee_ffw',
171     STG_ZFE: 'zigbee_ffe',
172     STG_SHE: 'shellies',
173     STG_MYA: 'my_apps',
174     STG_VDE: 'videv',
175 }
176
177 LOC_TOPIC = {
178     LOC_GFE: 'gfe',
179     LOC_GFW: 'gfw',
180     LOC_FFE: 'ffe',

```

Unittest for smart_brain

```

181     LOC_FFW: 'ffw ',
182     LOC_GAR: 'gar ',
183     LOC_STW: 'stw ',
184 }
185
186 ROO_TOPIC = {
187     ROO_DIN: 'diningroom ',
188     ROO_KIT: 'kitchen ',
189     ROO_LIV: 'livingroom ',
190     ROO_FLO: 'floor ',
191     ROO_SLP: 'sleep ',
192     ROO_BAT: 'bath ',
193     ROO_DIR: 'dirk ',
194     ROO_MAR: 'marion ',
195     ROO_JUL: 'julian ',
196     ROO_STG: 'groundfloor ',
197     ROO_STF: 'firstfloor ',
198     ROO_GAR: 'garden ',
199 }
200
201 FUN_TOPIC = {
202     FUN_MAL: 'main_light ',
203     FUN_DEL: 'desk_light ',
204     FUN_FLL: 'floor_light ',
205     FUN_BLD: 'bed_light_di ',
206     FUN_BLM: 'bed_light_ma ',
207     FUN_HEA: 'heating_valve ',
208     FUN_MPP: 'powerplug ',
209     FUN_INP: 'input_device ',
210     FUN_DCK: 'dock ',
211     FUN_CIR: 'circulation_pump ',
212     FUN_GAR: 'garland ',
213     FUN_XTR: 'xmas-tree ',
214     FUN_XST: 'xmas-star ',
215     FUN_MSE: 'motion_sensor ',
216     FUN_RCA: 'remote_ctrl/RAS5 ',
217     FUN_RCC: 'remote_ctrl/EUR642100 ',
218     FUN_ASS: 'audio_status_spotify ',
219     FUN_ASM: 'audio_status_mpd ',
220     FUN_ASB: 'audio_status_bt ',
221     FUN_AMB: 'ambient ',
222     FUN_REP: 'repeater ',
223     FUN_WLI: 'wardrobe_light ',
224     FUN_WIL: 'window_light ',
225     FUN_AMP: 'amplifier ',
226     FUN_CDP: 'cd_player ',
227     FUN_BTP: 'bt ',
228     FUN_PHO: 'phono ',
229     FUN_VMS: 'active_brightness_device ',
230     FUN_MOD: 'mode ',
231     FUN_VAU: 'audio_player '
232 }
233
234
235 def get_topic(stg, loc, roo, fun):
236     stg_topic = STG_TOPIC[stg]
237     loc_topic = LOC_TOPIC[loc]
238     roo_topic = ROO_TOPIC[roo]
239     fun_topic = FUN_TOPIC[fun]
240     s = '/'.join([stg_topic, loc_topic, roo_topic, fun_topic])
241     # TODO: /\ Changed TOPIC in VIDEV /\ - Remove this line after changing nodered

```

```

242 TOPIC_STW_STAIRWAY_MAIN_LIGHT_VIDEV = "videv/stw/stairway/main_light"
243 if stg == STG_VDE and fun == FUN_DCK:
244     s = '/'.join([stg_topic, loc_topic, roo_topic, 'pc_dock'])
245 if stg == STG_VDE and fun == FUN_FLL:
246     s = '/'.join([stg_topic, loc_topic, roo_topic, 'floorlamp'])
247 if stg == STG_VDE and roo == ROO_STF and fun == FUN_MAL:
248     s = TOPIC_STW_STAIRWAY_MAIN_LIGHT_VIDEV
249 if stg == STG_VDE and fun == FUN_XTR:
250     s = '/'.join([stg_topic, loc_topic, roo_topic, 'xmas_tree'])
251 # TODO: /\ Changed TOPIC in VIDEV /\ - Remove this line after changing nodered
252 return s

```

B.2 devices

The line coverage for devices was 94.8%

The branch coverage for devices was 88.9%

B.2.1 devices.__init__.py

The line coverage for devices.__init__.py was 94.8%

The branch coverage for devices.__init__.py was 88.9%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 import logging
5
6 from smart_devices.shelly import shelly as shelly_sw1
7 from smart_devices.shelly import shelly_rpc as shelly_pro3
8 from smart_devices.hue import hue_light as hue_sw_br_ct
9 from smart_devices.tradfri import tradfri_light as tradfri_sw
10 from smart_devices.tradfri import tradfri_light as tradfri_sw_br
11 from smart_devices.tradfri import tradfri_light as tradfri_sw_br_ct
12 from smart_devices.tradfri import tradfri_button as tradfri_button
13 from smart_devices.tradfri import tradfri_light as livarno_sw_br_ct
14 from smart_devices.brennenstuhl import brennenstuhl_heatingvalve
15 from smart_devices.silvercrest import silvercrest_button
16 from smart_devices.silvercrest import silvercrest_powerplug
17 from smart_devices.silvercrest import silvercrest_motion_sensor
18 from smart_devices.mydevices import powerplug as my_powerplug
19 from smart_devices.mydevices import audio_status
20 from smart_devices.mydevices import remote
21
22 from smart_devices.videv import videv_switching as videv_sw
23 from smart_devices.videv import videv_switch_brightness as videv_sw_br
24 from smart_devices.videv import videv_switch_brightness_color_temp as videv_sw_br_ct
25 from smart_devices.videv import videv_switching_timer as videv_sw_tm
26 from smart_devices.videv import videv_switching_motion as videv_sw_mo
27 from smart_devices.videv import videv_heating as videv_he
28 from smart_devices.videv import videv_pure_switch
29 from smart_devices.videv import videv_multistate
30 from smart_devices.videv import videv_audio_player
31 from smart_devices.videv import videv_all_off
32 try:
33     from config import APP_NAME as ROOT_LOGGER_NAME
34 except ImportError:
35     ROOT_LOGGER_NAME = 'root'

```

Unittest for smart_brain

```

36 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild( name )
37
38
39 def my_ambient(mqtt_client, topic):
40     logger.warning("Device type my_ambient is not yet implemented. Topic %s will not be supported
41     ", topic)
42     return None
43
44 class group(object):
45     def __init__(self, *args):
46         super().__init__()
47         self._members = args
48         self._iter_counter = 0
49         #
50         self.methods = []
51         self.variables = []
52         for name in [m for m in args[0].__class__.__dict__.keys()]:
53             if not name.startswith('_') and callable(getattr(args[0], name)): # add all public
54                 callable attributes to the list
55                 self.methods.append(name)
56             if not name.startswith('_') and not callable(getattr(args[0], name)): # add all
57                 public callable attributes to the list
58                 self.variables.append(name)
59         #
60         for member in self:
61             methods = [m for m in member.__class__.__dict__.keys() if not m.startswith(
62                 '_') if not m.startswith('_') and callable(getattr(args[0], m))]
63             if self.methods != methods:
64                 raise ValueError("All given instances needs to have same methods:", self.methods,
65                 methods)
66         #
67         variables = [v for v in member.__class__.__dict__.keys() if not v.startswith(
68             '_') if not v.startswith('_') and not callable(getattr(args[0], v))]
69         if self.variables != variables:
70             raise ValueError("All given instances needs to have same variables:", self.
71             variables, variables)
72
73     def __iter__(self):
74         return self
75
76     def __next__(self):
77         if self._iter_counter < len(self):
78             self._iter_counter += 1
79             return self._members[self._iter_counter - 1]
80         self._iter_counter = 0
81         raise StopIteration
82
83     def __getitem__(self, i):
84         return self._members[i]
85
86     def __len__(self):
87         return len(self._members)
88
89     def __getattr__(self, name):
90         def group_execution(*args, **kwargs):
91             for member in self[:]:
92                 m = getattr(member, name)
93                 m(*args, **kwargs)
94         try:
95             rv = super().__getattr__(name)
96         except AttributeError:
97             if callable(getattr(self[0], name)):
98                 return group_execution
99             else:
100                 return getattr(self[0], name)
101         else:
102             return rv

```

B.3 function

The line coverage for function was 83.2%

The branch coverage for function was 41.1%

B.3.1 function.__init__.py

The line coverage for function.__init__.py was 87.1%

The branch coverage for function.__init__.py was 41.1%

```

1  #!/usr/bin/env python
2  # -*- coding: utf-8 -*-
3  #
4  import config
5  from devdi import rooms as devdi_rooms
6  from devdi.topic import STOP_EXECUTION_TOPIC
7  from function.garden import garden
8  from function.stairway import stairway
9  from function.ground_floor_west import ground_floor_west
10 from function.first_floor_west import first_floor_west
11 from function.first_floor_east import first_floor_east
12 from function.rooms import room_collection
13 import json
14 import logging
15 import mqtt
16
17 try:
18     from config import APP_NAME as ROOT_LOGGER_NAME
19 except ImportError:
20     ROOT_LOGGER_NAME = 'root'
21 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
22
23
24 class all_functions(room_collection, devdi_rooms.collection):
25     def __init__(self, mqtt_client: mqtt.mqtt_client):
26         super().__init__(mqtt_client)
27         devdi_rooms.collection.__init__(self, mqtt_client)
28         #
29         self.run = True
30         if config.DEBUG:
31             mqtt_client.add_callback(STOP_EXECUTION_TOPIC, self.__stop_execution__)
32         #
33         # Rooms
34         #
35         # garden
36         self.gar = garden(self.mqtt_client)
37         # stairway
38         self.stw = stairway(self.mqtt_client)
39         # ground floor west
40         self.gfw = ground_floor_west(self.mqtt_client)
41         # first floor west
42         self.ffw = first_floor_west(self.mqtt_client)
43         # first floor east
44         self.ffe = first_floor_east(self.mqtt_client)
45         #
46         # Interactions
47         #
48         # cross_room_interactions
49         self.init_cross_room_interactions()
50         # Off Buttons

```

Unittest for smart_brain

```

51     self.init_off_functionality()
52     # Summer / Winter mode
53     self.init_sumer_winter_mode()
54
55     def stop_execution (self, client, userdata, message):
56         if config.DEBUG:
57             try:
58                 data = json.loads(message.payload)
59             except:
60                 logger.error("Error while receiving mqtt message: topic=%s - payload=%s", repr(
61                     message.topic), repr(message.payload))
62             else:
63                 if data is True:
64                     self.run = False
65
66     def init_cross_room_interactions(self):
67         # shelly dirk input 1
68         self.last_gfw_dirk_input_1 = None
69         self.gfw_dirk.switch_main_light.add_callback(self.gfw_dirk.switch_main_light.KEY_INPUT_1,
70             None, self.gfw_dirk_input_1)
71         # tradfri button ffe sleep right click
72         self.ffe.sleep.input_device.add_callback(self.ffe.sleep.input_device.KEY_ACTION,
73             self.ffe.sleep.input_device.ACTION_RIGHT, self.
74             ffe.floor.switch_main_light.toggle_output_0_mcb)
75
76     def init_off_functionality(self):
77         # ALL OFF - Virtual device
78         self.videv_all_off.connect_room_collection(self)
79
80         # ALL OFF - Long push stairway
81         self.stw.stairway.switch_main_light.add_callback(self.stw.stairway.switch_main_light.
82             KEY_LONGPUSH_0,
83             True, self.stw.stairway.
84             switch_main_light.flash_0_mcb)
85         self.stw.stairway.switch_main_light.add_callback(self.stw.stairway.switch_main_light.
86             KEY_LONGPUSH_0, True, self.all_off)
87
88         # FFE ALL OFF - Long push ffe floor
89         self.ffe.floor.switch_main_light.add_callback(self.ffe.floor.switch_main_light.
90             KEY_LONGPUSH_0,
91             True, self.ffe.floor.switch_main_light.
92             flash_0_mcb)
93         self.ffe.floor.switch_main_light.add_callback(self.ffe.floor.switch_main_light.
94             KEY_LONGPUSH_0, True, self.ffe.all_off)
95
96         # FFE ALL OFF - Long push input device
97         self.ffe.sleep.input_device.add_callback(self.ffe.sleep.input_device.KEY_ACTION,
98             self.ffe.sleep.input_device.ACTION_RIGHT_LONG,
99             self.ffe.all_off)
100
101         # FFW ALL OFF - Long push ffw floor
102         self.ffw.floor.switch_main_light.add_callback(self.ffw.floor.switch_main_light.
103             KEY_LONGPUSH_0,
104             True, self.ffw.floor.switch_main_light.
105             flash_0_mcb)
106         self.ffw.floor.switch_main_light.add_callback(self.ffw.floor.switch_main_light.
107             KEY_LONGPUSH_0, True, self.ffw.all_off)
108
109     def init_sumer_winter_mode(self):
110         self.videv_summer_mode.add_callback(self.videv_summer_mode.KEY_STATE, None, self.gfw.
111             summer_mode)
112         self.videv_summer_mode.add_callback(self.videv_summer_mode.KEY_STATE, None, self.ffw.
113             summer_mode)
114         self.videv_summer_mode.add_callback(self.videv_summer_mode.KEY_STATE, None, self.ffe.
115             summer_mode)
116
117     def gfw_dirk_input_1(self, device, key, data):
118         if self.last_gfw_dirk_input_1 is not None:
119             if self.last_gfw_dirk_input_1 != data:
120                 self.gfw.floor.switch_main_light.toggle_output_0_mcb(device, key, data)
121                 self.last_gfw_dirk_input_1 = data

```

B.3.2 function.db.py

The line coverage for function.db.py was 97.7%

The branch coverage for function.db.py was 41.1%

```

1 from function.modules import heating_function
2 import os
3 import sqlite3
4
5 db_file = os.path.join(os.path.dirname(__file__), '..', 'database.db')
6
7 db_mapping_radiator = {
8     0: heating_function.KEY_AWAY_MODE,
9     1: heating_function.KEY_SUMMER_MODE,
10    2: heating_function.KEY_USER_TEMPERATURE_SETPOINT,
11    3: heating_function.KEY_TEMPERATURE_SETPOINT
12 }
13
14
15 def get_radiator_data(topic):
16     db_data = __storage__().get_radiator_data(topic)
17     rv = {}
18     for index in db_mapping_radiator:
19         rv[db_mapping_radiator[index]] = db_data[index]
20     return rv
21
22
23 def set_radiator_data(device, key, data):
24     if key in db_mapping_radiator.values():
25         db_data = []
26         for index in range(0, len(db_mapping_radiator)):
27             db_data.append(device.get(db_mapping_radiator[index]))
28         return __storage__().store_radiator_data(device.heating_valve.topic, db_data)
29
30
31 class __storage__(object):
32     def __init__(self):
33         self.conn = sqlite3.connect(db_file)
34         self.c = self.conn.cursor()
35         with self.conn:
36             self.c.execute("""CREATE TABLE IF NOT EXISTS radiator (
37                 topic text PRIMARY KEY,
38                 away_mode integer,
39                 summer_mode integer,
40                 user_temperatur_setpoint real,
41                 temperatur_setpoint real
42             )""")
43
44     def store_radiator_data(self, topic, target_data):
45         try:
46             with self.conn:
47                 self.c.execute(
48                     'INSERT INTO radiator VALUES (?, ?, ?, ?, ?)', [topic] + target_data)
49         except sqlite3.IntegrityError:
50             db_data = self.get_radiator_data(topic)
51             if db_data != target_data:
52                 with self.conn:
53                     self.c.execute(
54                         'UPDATE radiator SET away_mode = ?, summer_mode = ?,
55                         user_temperatur_setpoint = ?, temperatur_setpoint = ? WHERE topic = ?', target_data + [topic

```


Unittest for smart_brain

```
56 def get_radiator_data(self, topic):
57     """ returns a list [away_mode, summer_mode, user_temperatur_setpoint, temperatur_setpoint
    ] or [None, None, None, None] """
58     self.c.execute("SELECT * FROM radiator WHERE topic=?", (topic, ))
59     data = self.c.fetchone()
60     if data is not None:
61         data = list(data)
62         data[1] = data[1] == 1
63         data[2] = data[2] == 1
64         return data[1:]
65     else:
66         return [None, None, None, None]
67
68 def __del__(self):
69     self.conn.close()
```

B.3.3 function.first_floor_east.py

The line coverage for function.first_floor_east.py was 92.0%

The branch coverage for function.first_floor_east.py was 41.1%

```
1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4
5 import config
6 from devdi import rooms
7 from function.db import get_radiator_data, set_radiator_data
8 from function.helpers import day_event
9 from function.modules import brightness_choose_n_action, timer_on_activation, heating_function,
    switched_light
10 from function.rooms import room, room_collection
11 import logging
12
13 try:
14     from config import APP_NAME as ROOT_LOGGER_NAME
15 except ImportError:
16     ROOT_LOGGER_NAME = 'root'
17 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
18
19
20 class first_floor_east(room_collection):
21     def __init__(self, mqtt_client,):
22         super().__init__(mqtt_client)
23         self.dining = first_floor_east_dining(mqtt_client)
24         self.floor = first_floor_east_floor(mqtt_client)
25         self.kitchen = first_floor_east_kitchen(mqtt_client)
26         self.livingroom = first_floor_east_living(mqtt_client)
27         self.sleep = first_floor_east_sleep(mqtt_client)
28
29
30 class first_floor_east_floor(rooms.ffe_floor, room):
31     def __init__(self, mqtt_client):
32         super().__init__(mqtt_client)
33         room.__init__(self, mqtt_client)
34         #
35         # connect videv and switch
36         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
    KEY_OUTPUT_0)
```

```

37
38
39 class first_floor_east_kitchen(rooms.ffe_kitchen, room):
40     def __init__(self, mqtt_client):
41         super().__init__(mqtt_client)
42         room.__init__(self, mqtt_client)
43         #
44         # light <-> videv
45         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
46         self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
KEY_BRIGHTNESS)
47         self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
KEY_COLOR_TEMP)
48
49         # Request hue data of lead light after power on
50         switched_light(self.switch_main_light, self.switch_main_light.KEY_OUTPUT_0, self.
light_main_light)
51
52         # circulation pump
53         self.circulation_pump = timer_on_activation(self.switch_circulation_pump, self.
switch_circulation_pump.KEY_OUTPUT_0, 10*60)
54         self.switch_circulation_pump.add_callback(self.switch_circulation_pump.KEY_OUTPUT_0, True
, self.switch_main_light.flash_0_mcb, True)
55         self.videv_circulation_pump.connect_sw_device(self.switch_circulation_pump, self.
switch_circulation_pump.KEY_OUTPUT_0)
56         self.videv_circulation_pump.connect_tm_device(self.circulation_pump, timer_on_activation.
KEY_TIMER)
57
58         # heating function
59         self.heating_function = heating_function(
60             self.valve_heating,
61             config.DEFAULT_TEMPERATURE,
62             **get_radiator_data(self.valve_heating.topic)
63         )
64         self.heating_function.add_callback(None, None, set_radiator_data, True)
65         self.videv_heating.connect_heating_function(self.heating_function)
66
67
68 class first_floor_east_dining(rooms.ffe_diningroom, room):
69     def __init__(self, mqtt_client):
70         super().__init__(mqtt_client)
71         room.__init__(self, mqtt_client)
72         #
73         self.day_events = day_event((6, 0), (22, 0), 30, -30)
74         self.day_events.add_callback(None, True, self.__day_events__, True)
75
76         # light <-> videv
77         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
78         self.videv_floor_light.connect_sw_device(self.switch_floor_light, self.switch_floor_light
.KEY_OUTPUT_0)
79         if config.CHRISTMAS:
80             self.videv_garland_light.connect_sw_device(self.switch_garland_light, self.
switch_garland_light.KEY_OUTPUT_0)
81
82         # main light -> floor_light
83         self.switch_main_light.add_callback(self.switch_main_light.KEY_OUTPUT_0, None, self.
switch_floor_light.set_output_0_mcb, True)
84
85         # heating function
86         self.heating_function = heating_function(

```

Unittest for smart_brain

```

87         self.valve_heating,
88         config.DEFAULT_TEMPERATURE,
89         **get_radiator_data(self.valve_heating.topic)
90     )
91     self.heating_function.add_callback(None, None, set_radiator_data, True)
92     # heating function <-> videv
93     self.videv_heating.connect_heating_function(self.heating_function)
94
95     def __day_events__(self, device, key, data):
96         if key in (self.day_events.KEY_SUNSET, self.day_events.KEY_START_OF_DAY):
97             if config.CHRISTMAS:
98                 self.switch_garland_light.set_output_0(True)
99         elif key in (self.day_events.KEY_START_OF_NIGHT, self.day_events.KEY_SUNRISE):
100             if config.CHRISTMAS:
101                 self.switch_garland_light.set_output_0(False)
102
103
104 class first_floor_east_sleep(rooms.ffe_sleep, room):
105     def __init__(self, mqtt_client):
106         super().__init__(mqtt_client)
107         room.__init__(self, mqtt_client)
108         #
109         self.light_wardrobe_light.disable_all_off() # Always on - Off by light sensor
110         # light <-> videv
111         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
112         self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
KEY_BRIGHTNESS)
113         self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
KEY_COLOR_TEMP)
114         #
115         self.videv_bed_dirk_light.connect_sw_device(self.light_bed_dirk_light, self.
light_bed_dirk_light.KEY_OUTPUT_0)
116         self.videv_bed_dirk_light.connect_br_device(self.light_bed_dirk_light, self.
light_bed_dirk_light.KEY_BRIGHTNESS)
117         #
118         self.videv_bed_marion_light.connect_sw_device(self.switch_bed_marion_light, self.
switch_bed_marion_light.KEY_OUTPUT_0)
119         #
120         self.videv_wardrobe_light.connect_sw_device(self.light_wardrobe_light, self.
light_wardrobe_light.KEY_OUTPUT_0)
121         self.videv_wardrobe_light.connect_br_device(self.light_wardrobe_light, self.
light_wardrobe_light.KEY_BRIGHTNESS)
122
123         # button / brightness function
124         self.brightness_functions = brightness_choose_n_action(self.input_device)
125         self.brightness_functions.add(self.light_main_light, self.switch_main_light, self.
switch_main_light.KEY_OUTPUT_0)
126         self.brightness_functions.add(self.light_bed_dirk_light, self.light_bed_dirk_light, self.
light_bed_dirk_light.KEY_OUTPUT_0)
127         # button / main light
128         self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.
ACTION_TOGGLE, self.switch_main_light.toggle_output_0_mcb)
129         # button / bed light
130         self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.
ACTION_LEFT, self.light_bed_dirk_light.toggle_output_0_mcb)
131         self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.
ACTION_LEFT_LONG,
132                                     self.switch_bed_marion_light.toggle_output_0_mcb)
133         # button
134         self.videv_multistate.connect_br_function(self.brightness_functions,
brightness_choose_n_action.KEY_ACTIVE_DEVICE, 2)

```

```

135
136     # heating function
137     self.heating_function = heating_function(
138         self.valve_heating,
139         config.DEFAULT_TEMPERATURE,
140         **get_radiator_data(self.valve_heating.topic)
141     )
142     self.heating_function.add_callback(None, None, set_radiator_data, True)
143     self.videv_heating.connect_heating_function(self.heating_function)
144
145
146 class first_floor_east_living(rooms.ffe_livingroom, room):
147     def __init__(self, mqtt_client):
148         super().__init__(mqtt_client)
149         room.__init__(self, mqtt_client)
150         #
151         # light <-> videv
152         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
153         self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
KEY_BRIGHTNESS)
154         self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
KEY_COLOR_TEMP)
155         #
156         self.videv_floor_light.connect_sw_device(self.light_floor_light, self.light_floor_light.
KEY_OUTPUT_0)
157         self.videv_floor_light.connect_br_device(self.light_floor_light, self.light_floor_light.
KEY_BRIGHTNESS)
158         self.videv_floor_light.connect_ct_device(self.light_floor_light, self.light_floor_light.
KEY_COLOR_TEMP)
159         #
160         if config.CHRISTMAS:
161             self.videv_xmas_tree_light.connect_sw_device(self.switch_xmas_tree_light, self.
switch_xmas_tree_light.KEY_OUTPUT_0)
162
163         # main light -> floor_light
164         self.switch_main_light.add_callback(self.switch_main_light.KEY_OUTPUT_0, None, self.
light_floor_light.set_output_0_mcb, True)
165
166         # heating function
167         self.heating_function = heating_function(
168             self.valve_heating,
169             config.DEFAULT_TEMPERATURE,
170             **get_radiator_data(self.valve_heating.topic)
171         )
172         self.heating_function.add_callback(None, None, set_radiator_data, True)
173         self.videv_heating.connect_heating_function(self.heating_function)

```

B.3.4 function.first_floor_west.py

The line coverage for function.first_floor_west.py was 96.9%

The branch coverage for function.first_floor_west.py was 41.1%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4

```

Unittest for smart_brain

```

5 import config
6 from devdi import rooms
7 from function.db import get_radiator_data, set_radiator_data
8 from function.modules import heating_function
9 from function.rooms import room, room_collection
10 import logging
11
12
13 try:
14     from config import APP_NAME as ROOT_LOGGER_NAME
15 except ImportError:
16     ROOT_LOGGER_NAME = 'root'
17 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
18
19
20 class first_floor_west(room_collection):
21     def __init__(self, mqtt_client):
22         super().__init__(mqtt_client)
23         self.floor = first_floor_west_floor(mqtt_client)
24         self.bath = first_floor_west_bath(mqtt_client)
25         self.julian = first_floor_west_julian(mqtt_client)
26         self.livingroom = first_floor_west_living(mqtt_client)
27         self.sleep = first_floor_west_sleep(mqtt_client)
28
29
30 class first_floor_west_floor(rooms.ffw_floor, room):
31     def __init__(self, mqtt_client):
32         super().__init__(mqtt_client)
33         room.__init__(self, mqtt_client)
34         #
35         # connect videv and switch
36         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
37
38
39 class first_floor_west_julian(rooms.ffw_julian, room):
40     def __init__(self, mqtt_client):
41         super().__init__(mqtt_client)
42         room.__init__(self, mqtt_client)
43         #
44         # light <-> videv
45         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
46         self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
KEY_BRIGHTNESS)
47         self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
KEY_COLOR_TEMP)
48
49         # heating function
50         self.heating_function = heating_function(
51             self.valve_heating,
52             config.DEFAULT_TEMPERATURE,
53             **get_radiator_data(self.valve_heating.topic)
54         )
55         self.heating_function.add_callback(None, None, set_radiator_data, True)
56         self.videv_heating.connect_heating_function(self.heating_function)
57
58
59 class first_floor_west_bath(rooms.ffw_bath, room):
60     def __init__(self, mqtt_client):
61         super().__init__(mqtt_client)
62         room.__init__(self, mqtt_client)

```

Unittest for smart_brain

```

63     #
64     # light <-> videv
65     self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
66
67     # heating function
68     self.heating_function = heating_function(
69         self.valve_heating,
70         config.DEFAULT_TEMPERATURE,
71         **get_radiator_data(self.valve_heating.topic)
72     )
73     self.heating_function.add_callback(None, None, set_radiator_data, True)
74     self.videv_heating.connect_heating_function(self.heating_function)
75
76 class first_floor_west_living(rooms.ffw_livingroom, room):
77     def __init__(self, mqtt_client):
78         super().__init__(mqtt_client)
79         room.__init__(self, mqtt_client)
80         #
81         # light <-> videv
82         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
83         self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
KEY_BRIGHTNESS)
84         self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
KEY_COLOR_TEMP)
85
86         # heating function
87         self.heating_function = heating_function(
88             self.valve_heating,
89             config.DEFAULT_TEMPERATURE,
90             **get_radiator_data(self.valve_heating.topic)
91         )
92         self.heating_function.add_callback(None, None, set_radiator_data, True)
93         self.videv_heating.connect_heating_function(self.heating_function)
94
95 class first_floor_west_sleep(rooms.ffw_sleep, room):
96     def __init__(self, mqtt_client):
97         super().__init__(mqtt_client)
98         room.__init__(self, mqtt_client)
99         #
100        # light <-> videv
101        self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
102        self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
KEY_BRIGHTNESS)
103        #
104        self.videv_window_light.connect_sw_device(self.light_window_light, self.
light_window_light.KEY_OUTPUT_0)
105        self.videv_window_light.connect_br_device(self.light_window_light, self.
light_window_light.KEY_BRIGHTNESS)
106        self.videv_window_light.connect_ct_device(self.light_window_light, self.
light_window_light.KEY_COLOR_TEMP)
107
108        # main light -> window light
109        self.switch_main_light.add_callback(self.switch_main_light.KEY_OUTPUT_0, None, self.
light_window_light.set_output_0_mcb, True)
110
111        # heating function
112        self.heating_function = heating_function(
113            self.valve_heating,
114            config.DEFAULT_TEMPERATURE,
115            **get_radiator_data(self.valve_heating.topic)
116        )
117        self.heating_function.add_callback(None, None, set_radiator_data, True)
118        self.videv_heating.connect_heating_function(self.heating_function)
119
120

```

B.3.5 function.garden.py

The line coverage for function.garden.py was 74.1%

The branch coverage for function.garden.py was 41.1%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4
5 from devdi import rooms
6 from function.helpers import day_event
7 from function.rooms import room, room_collection
8 import logging
9
10 try:
11     from config import APP_NAME as ROOT_LOGGER_NAME
12 except ImportError:
13     ROOT_LOGGER_NAME = 'root'
14 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
15
16
17 class garden(room_collection):
18     def __init__(self, mqtt_client):
19         super().__init__(mqtt_client)
20         self.garden = garden_garden(mqtt_client)
21
22
23 class garden_garden(rooms.gar_garden, room):
24     def __init__(self, mqtt_client):
25         super().__init__(mqtt_client)
26         room.__init__(self, mqtt_client)
27
28         #
29         self.day_events = day_event((6, 0), (22, 0), 30, -30)
30         self.day_events.add_callback(None, True, self.__day_events__, True)
31
32         # xxx <-> videv
33         self.videv_garland_light.connect_sw_device(self.switch_garland_light, self.
34         switch_garland_light.KEY_OUTPUT_0)
35         self.videv_repeater.connect_sw_device(self.switch_repeater, self.switch_repeater.
36         KEY_OUTPUT_0)
37
38     def __day_events__(self, device, key, data):
39         if self.videv_mode.get(self.videv_mode.KEY_STATE):
40             if key in (self.day_events.KEY_SUNSET, self.day_events.KEY_START_OF_DAY):
41                 self.switch_garland_light.set_output_0(True)
42             elif key in (self.day_events.KEY_START_OF_NIGHT, self.day_events.KEY_SUNRISE):
43                 self.switch_garland_light.set_output_0(False)

```

B.3.6 function.ground_floor_west.py

The line coverage for function.ground_floor_west.py was 93.4%

The branch coverage for function.ground_floor_west.py was 41.1%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4

```

Unittest for smart_brain

```

5 import config
6 from devdi import rooms
7 from function.db import get_radiator_data, set_radiator_data
8 from function.modules import brightness_choose_n_action, heating_function, switched_light
9 from function.rooms import room, room_collection
10 import logging
11 import task
12
13 try:
14     from config import APP_NAME as ROOT_LOGGER_NAME
15 except ImportError:
16     ROOT_LOGGER_NAME = 'root'
17 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
18
19
20 class ground_floor_west(room_collection):
21     def __init__(self, mqtt_client):
22         super().__init__(mqtt_client)
23         self.dirk = ground_floor_west_dirk(mqtt_client)
24         self.floor = ground_floor_west_floor(mqtt_client)
25         self.marion = ground_floor_west_marion(mqtt_client)
26
27
28 class ground_floor_west_dirk(rooms.gfw_dirk, room):
29     STATE_ACTIVE_DEVICE_MAIN_LIGHT = 0
30     STATE_ACTIVE_DEVICE_DESK_LIGHT = 1
31     STATE_ACTIVE_DEVICE_AMPLIFIER = 2
32     STATE_ACTIVE_DEVICE_MAX_VALUE = STATE_ACTIVE_DEVICE_AMPLIFIER
33     #
34     AUDIO_SOURCE_PC = 0
35     AUDIO_SOURCE_CD = 1
36     AUDIO_SOURCE_RASPI = 2
37     AUDIO_SOURCE_BT = 3
38     AUDIO_SOURCE_PHONO = 4
39
40     def __init__(self, mqtt_client):
41         super().__init__(mqtt_client)
42         room.__init__(self, mqtt_client)
43         #
44         # light <-> videv
45         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
46 KEY_OUTPUT_0)
47         self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
48 KEY_BRIGHTNESS)
49         self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
50 KEY_COLOR_TEMP)
51         #
52         self.videv_desk_light.connect_sw_device(self.light_desk_light, self.light_desk_light.
53 KEY_OUTPUT_0)
54         self.videv_desk_light.connect_br_device(self.light_desk_light, self.light_desk_light.
55 KEY_BRIGHTNESS)
56         self.videv_desk_light.connect_ct_device(self.light_desk_light, self.light_desk_light.
57 KEY_COLOR_TEMP)
58         #
59         self.videv_amplifier.connect_sw_device(self.switch_powerplug_4, self.
60 KEY_POWERPLUG_AMPLIFIER)
61         self.videv_bluetooth.connect_sw_device(self.switch_powerplug_4, self.KEY_POWERPLUG_BT)
62         self.videv_cd_player.connect_sw_device(self.switch_powerplug_4, self.
63 KEY_POWERPLUG_CD_PLAYER)
64         self.videv_phono.connect_sw_device(self.switch_powerplug_4, self.KEY_POWERPLUG_PHONO)
65         #

```


Unittest for smart_brain

```
58     self.videv_pc_dock.connect_sw_device(self.switch_pc_dock, self.switch_pc_dock.  
KEY_OUTPUT_0)  
59  
60     # amplifier on, if playing device on  
61     self.switch_powerplug_4.add_callback(self.KEY_POWERPLUG_PHONO, None, self.  
switch_powerplug_4.set_output_0_mcb, True)  
62     self.switch_powerplug_4.add_callback(self.KEY_POWERPLUG_CD_PLAYER, None, self.  
switch_powerplug_4.set_output_0_mcb, True)  
63     self.switch_powerplug_4.add_callback(self.KEY_POWERPLUG_BT, None, self.switch_powerplug_4  
.set_output_0_mcb, True)  
64     # amplifier on, if player on  
65     self.audio_status_bluetooth.add_callback(self.audio_status_bluetooth.KEY_STATE, None,  
self.switch_powerplug_4.set_output_0_mcb, True)  
66     self.audio_status_mpd.add_callback(self.audio_status_mpd.KEY_STATE, None, self.  
switch_powerplug_4.set_output_0_mcb, True)  
67     self.audio_status_spotify.add_callback(self.audio_status_spotify.KEY_STATE, None, self.  
switch_powerplug_4.set_output_0_mcb, True)  
68  
69     # Audio source selection  
70     self.switch_powerplug_4.add_callback(self.KEY_POWERPLUG_AMPLIFIER, True, self.  
audio_source_selector, True)  
71     self.switch_powerplug_4.add_callback(self.KEY_POWERPLUG_CD_PLAYER, True, self.  
audio_source_selector, True)  
72     self.switch_powerplug_4.add_callback(self.KEY_POWERPLUG_BT, True, self.  
audio_source_selector, True)  
73     self.switch_powerplug_4.add_callback(self.KEY_POWERPLUG_PHONO, True, self.  
audio_source_selector, True)  
74     self.audio_status_bluetooth.add_callback(self.audio_status_bluetooth.KEY_STATE, True,  
self.audio_source_selector, True)  
75     self.audio_status_mpd.add_callback(self.audio_status_mpd.KEY_STATE, True, self.  
audio_source_selector, True)  
76     self.audio_status_spotify.add_callback(self.audio_status_spotify.KEY_STATE, True, self.  
audio_source_selector, True)  
77     self.audio_source = self.AUDIO_SOURCE_PC  
78     self.delayed_task_remote = task.delayed(1.0, self.send_audio_source)  
79  
80     # input device functions  
81     # Brightness functionality  
82     self.brightness_functions = brightness_choose_n_action(self.input_device)  
83     self.brightness_functions.add(self.light_main_light, self.switch_main_light, self.  
switch_main_light.KEY_OUTPUT_0)  
84     self.brightness_functions.add(self.light_desk_light, self.light_desk_light, self.  
light_desk_light.KEY_OUTPUT_0)  
85     self.brightness_functions.add(self.remote_ctrl, self.switch_powerplug_4, self.  
KEY_POWERPLUG_AMPLIFIER)  
86     # Button – Main light  
87     self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.  
ACTION_TOGGLE,  
88                                     self.switch_main_light.toggle_output_0_mcb)  
89     # Button – Desk light  
90     self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.  
ACTION_RIGHT,  
91                                     self.light_desk_light.toggle_output_0_mcb)  
92     # Button – Amplifier  
93     self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.  
ACTION_LEFT_LONG,  
94                                     self.switch_powerplug_4.toggle_output_0_mcb)  
95     # Button – CD player  
96     self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.  
ACTION_RIGHT_LONG,  
97                                     self.switch_powerplug_4.toggle_output_2_mcb)  
98     # Button – PC dock
```

Unittest for smart_brain

```

99     self.input_device.add_callback(self.input_device.KEY_ACTION, self.input_device.
ACTION_LEFT,
100                                     self.switch_pc_dock.toggle_output_0_mcb)
101
102     # additional videv connections
103     self.videv_multistate.connect_br_function(self.brightness_functions,
brightness_choose_n_action.KEY_ACTIVE_DEVICE, 3)
104     #
105     self.videv_audio_player.connect_audio_device(self.audio_status_bluetooth)
106     self.videv_audio_player.connect_audio_device(self.audio_status_mpd)
107     self.videv_audio_player.connect_audio_device(self.audio_status_spotify)
108
109     # heating function
110     self.heating_function = heating_function(
111         self.valve_heating,
112         config.DEFAULT_TEMPERATURE,
113         **get_radiator_data(self.valve_heating.topic)
114     )
115     self.heating_function.add_callback(None, None, set_radiator_data, True)
116     # heating function <-> videv
117     self.videv_heating.connect_heating_function(self.heating_function)
118
119     def audio_source_selector(self, device, key, data):
120         if device == self.switch_powerplug_4 and key == self.KEY_POWERPLUG_CD_PLAYER:
121             # switch on of cd player
122             self.audio_source = self.AUDIO_SOURCE_CD
123         elif device == self.switch_powerplug_4 and key == self.KEY_POWERPLUG_BT:
124             # switch on of bluetooth
125             self.audio_source = self.AUDIO_SOURCE_BT
126         elif device == self.switch_powerplug_4 and key == self.KEY_POWERPLUG_PHONO:
127             # switch on of bluetooth
128             self.audio_source = self.AUDIO_SOURCE_PHONO
129         elif device in [self.audio_status_spotify, self.audio_status_mpd, self.
audio_status_bluetooth]:
130             # switch on raspi-source
131             self.audio_source = self.AUDIO_SOURCE_RASPI
132         elif device == self.switch_powerplug_4 and key == self.KEY_POWERPLUG_AMPLIFIER:
133             # switch on of amplifier -> select source and reset stored source value
134             self.delayed_task_remote.run()
135
136     def send_audio_source(self):
137         if self.audio_source == self.AUDIO_SOURCE_PC:
138             logger.info("Sending IR command to change audio source to pc")
139             self.remote_ctrl.set_line3()
140         elif self.audio_source == self.AUDIO_SOURCE_CD:
141             logger.info("Sending IR command to change audio source to cd")
142             self.remote_ctrl.set_cd()
143         elif self.audio_source == self.AUDIO_SOURCE_BT:
144             logger.info("Sending IR command to change audio source to bluetooth")
145             self.remote_ctrl.set_line2()
146         elif self.audio_source == self.AUDIO_SOURCE_PHONO:
147             logger.info("Sending IR command to change audio source to phono")
148             self.remote_ctrl.set_phono()
149         elif self.audio_source == self.AUDIO_SOURCE_RASPI:
150             logger.info("Sending IR command to change audio source to raspi")
151             self.remote_ctrl.set_line1()
152         self.audio_source = self.AUDIO_SOURCE_PC
153
154
155     class ground_floor_west_floor.rooms.gfw_floor, room):
156         def __init__(self, mqtt_client):
157             super().__init__(mqtt_client)
158             room.__init__(self, mqtt_client)

```

Unittest for smart_brain

```
159     #
160     # Request silvercrest data of lead light after power on
161     switched_light(self.switch_main_light, self.switch_main_light.KEY_OUTPUT_0, self.
light_main_light)
162     # light <-> videv
163     self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
164     self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
KEY_BRIGHTNESS)
165     self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
KEY_COLOR_TEMP)
166
167
168 class ground_floor_west_marion(rooms.gfw_marion, room):
169     def __init__(self, mqtt_client):
170         super().__init__(mqtt_client)
171         room.__init__(self, mqtt_client)
172     #
173     # light <-> videv
174     self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY_OUTPUT_0)
175     #
176     self.videv_window_light.connect_sw_device(self.light_window_light, self.
light_window_light.KEY_OUTPUT_0)
177     self.videv_window_light.connect_br_device(self.light_window_light, self.
light_window_light.KEY_BRIGHTNESS)
178     self.videv_window_light.connect_ct_device(self.light_window_light, self.
light_window_light.KEY_COLOR_TEMP)
179
180     # main light -> window_light
181     self.switch_main_light.add_callback(self.switch_main_light.KEY_OUTPUT_0, None, self.
light_window_light.set_output_0_mcb, True)
182
183     # heating function
184     self.heating_function = heating_function(
185         self.valve_heating,
186         config.DEFAULT_TEMPERATURE,
187         **get_radiator_data(self.valve_heating.topic)
188     )
189     self.heating_function.add_callback(None, None, set_radiator_data, True)
190     # heating function <-> videv
191     self.videv_heating.connect_heating_function(self.heating_function)
```

B.3.7 function.helpers.py

The line coverage for function.helpers.py was 98.5%

The branch coverage for function.helpers.py was 41.1%

```
1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 from mqtt.smarthome import common_base
5 import config
6 import geo
7 import task
8 import time
9
10
11 def now():
12     return time.mktime(time.localtime())
```

Unittest for smart_brain

```

13
14
15 def next_sunrise_time(time_offs_min=30):
16     tm = now()
17     rv = time.mktime(geo.sun.sunrise(config.GEO_POSITION)) + time_offs_min * 60
18     if tm > rv:
19         rv = time.mktime(geo.sun.sunrise(config.GEO_POSITION, date=time.localtime(tm + 24 * 60 *
20         60))) + time_offs_min * 60
21     return rv
22
23 def next_sunset_time(time_offs_min=-30):
24     tm = now()
25     rv = time.mktime(geo.sun.sunset(config.GEO_POSITION)) + time_offs_min * 60
26     if tm > rv:
27         rv = time.mktime(geo.sun.sunset(config.GEO_POSITION, date=time.localtime(tm + 24 * 60 *
28         60))) + time_offs_min * 60
29     return rv
30
31 def next_user_time(hh, mm):
32     ts = time.localtime()
33     tm = time.mktime(ts)
34     ut_ts = list(ts)
35     ut_ts[3] = hh
36     ut_ts[4] = mm
37     ut = time.mktime(time.struct_time(list(ts[:3]) + [hh, mm, 0] + list(ts[6:])))
38     if ts[3] > hh or (ts[3] == hh and ts[4] >= mm):
39         ut += 24 * 60 * 60
40     #
41     return ut
42
43
44 class day_state(common_base):
45     """
46     Class to subscribe day events as a callback (see add_callback)
47
48     :param time_start_of_day: Time of a day (tuple including hour and minute) for start of day or
49     None for no start of day state.
50     :type time_start_of_day: tuple
51     :param time_start_of_night: Time of a day (tuple including hour and minute) for start of
52     night or None for no end of day state.
53     :type time_start_of_night: tuple
54     :param time_offset_sunrise: time offset for sunrise in minutes (negative values lead to
55     earlier sunrise state) or None for no sunrise state.
56     :type time_start_of_day: int
57     :param time_offset_sunset: time offset for sunset in minutes (negative values lead to earlier
58     sunset state) or None for no sunrise state.
59     :type time_start_of_day: int
60     """
61     KEY_SUNRISE = 'sunrise'
62     KEY_SUNSET = 'sunset'
63     KEY_START_OF_NIGHT = 'start_of_night'
64     KEY_START_OF_DAY = 'start_of_day'
65     #
66     STATES = (KEY_START_OF_DAY, KEY_SUNRISE, KEY_SUNSET, KEY_START_OF_NIGHT)
67
68     def __init__(self, time_start_of_day, time_start_of_night, time_offset_sunrise,
69     time_offset_sunset):
70         self.__time_start_of_day__ = time_start_of_day
71         self.__time_start_of_night__ = time_start_of_night
72         self.__time_offset_sunrise__ = time_offset_sunrise
73         self.__time_offset_sunset__ = time_offset_sunset
74         super().__init__()

```

Unittest for smart_brain

```

70     #
71
72     def get_state(self):
73         tm = {}
74         if self.__time_offset_sunrise__ is not None:
75             tm[next_sunrise_time(self.__time_offset_sunrise__)] = self.KEY_SUNRISE
76         if self.__time_start_of_day__ is not None:
77             tm[next_user_time(*(self.__time_start_of_day__))] = self.KEY_START_OF_DAY
78         if self.__time_offset_sunset__ is not None:
79             tm[next_sunset_time(self.__time_offset_sunset__)] = self.KEY_SUNSET
80         if self.__time_start_of_night__ is not None:
81             tm[next_user_time(*(self.__time_start_of_night__))] = self.KEY_START_OF_NIGHT
82     #
83     tms = list(tm.keys())
84     tms.sort()
85     return tm[tms[-1]]
86
87
88 class day_event(day_state):
89     """
90     Class to subscribe day events as a callback (see add_callback)
91
92     :param time_start_of_day: Time of a day (tuple including hour and minute) for start of day or
93     None for no start of day state.
94     :type time_start_of_day: tuple
95     :param time_start_of_night: Time of a day (tuple including hour and minute) for start of
96     night or None for no end of day state.
97     :type time_start_of_night: tuple
98     :param time_offset_sunrise: time offset for sunrise in seconds (negative values lead to
99     earlier sunrise state) or None for no sunrise state.
100     :type time_start_of_day: int
101     """
102     def __init__(self, time_start_of_day=(5, 0), time_start_of_night=(22, 0), time_offset_sunrise
103     =30, time_offset_sunset=-30):
104         super().__init__(time_start_of_day, time_start_of_night, time_offset_sunrise,
105         time_offset_sunset)
106     #
107     current_day_state = self.get_state()
108     for key in self.STATES:
109         self[key] = current_day_state == key
110     #
111     cyclic = task.periodic(30, self.__cyclic__)
112     cyclic.run()
113
114     def __cyclic__(self, a):
115         current_day_state = self.get_state()
116         for key in self.STATES:
117             self.set(key, current_day_state == key)

```

B.3.8 function.modules.py

The line coverage for function.modules.py was 75.9%

The branch coverage for function.modules.py was 41.1%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 """
5 Functional Modules
6
7 Targets:
8 * Device like structure to be compatible with videv
9   - KEY_* as part of the class for all parameters which needs to be accessed from videv
10  - Method *.set(key, data) to pass data from videv to Module
11  - Method .add_callback(key, data, callback, on_change_only=False) to register videv
12    actualisation on changes
13 """
14 from mqtt.smarthome import common_base
15 import devices
16 from function.helpers import day_state
17 import logging
18 import task
19 import time
20
21 try:
22     from config import APP_NAME as ROOT_LOGGER_NAME
23 except ImportError:
24     ROOT_LOGGER_NAME = 'root'
25 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
26
27
28 class switched_light(object):
29     def __init__(self, sw_device, sw_key, li_device):
30         sw_device.add_callback(sw_device.KEY_OUTPUT_0, True, li_device.request_data, True)
31
32
33 class brightness_choose_n_action(common_base):
34     KEY_ACTIVE_DEVICE = 'active_device'
35     #
36     DEFAULT_VALUES = {KEY_ACTIVE_DEVICE: None}
37
38     def __init__(self, button_tradfri):
39         super().__init__()
40         # brightness change
41         button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
42 ACTION_BRIGHTNESS_DOWN_LONG, self.brightness_action)
43         button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
44 ACTION_BRIGHTNESS_UP_LONG, self.brightness_action)
45         button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
46 ACTION_BRIGHTNESS_DOWN_RELEASE, self.brightness_action)
47         button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
48 ACTION_BRIGHTNESS_UP_RELEASE, self.brightness_action)
49         # device change
50         button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
51 ACTION_BRIGHTNESS_UP, self.choose_next_device)
52         button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
53 ACTION_BRIGHTNESS_DOWN, self.choose_prev_device)
54         #

```

Unittest for smart_brain

```

49     self.brightness_device_list = []
50     self.callback_device_list = []
51     self.device_states = []
52
53     def add(self, brightness_device, callback_device, callback_key):
54         """
55         brightness_device: A device for brightness function needs to have the following methods:
56         * .default_inc()
57         * .default_dec()
58         * .default_stop()
59         callback_device: A device for installing callback which are executed, when the device is
60         switched on or off. It needs the following method:
61         * .add_callback(key, data or None, callback, on_changes_only)
62         """
63         self.brightness_device_list.append(brightness_device)
64         self.callback_device_list.append((callback_device, callback_key))
65         self.device_states.append(False)
66         callback_device.add_callback(callback_key, True, self.device_state_action, True)
67         callback_device.add_callback(callback_key, False, self.device_state_action, True)
68
69     def device_state_action(self, device, key, data):
70         self.device_states[self.callback_device_list.index((device, key))] = data
71         if data is True:
72             self.set(self.KEY_ACTIVE_DEVICE, self.callback_device_list.index((device, key)))
73         else:
74             if self[self.KEY_ACTIVE_DEVICE] is not None:
75                 if self.callback_device_list[self[self.KEY_ACTIVE_DEVICE]][0] == device:
76                     self.choose_next_device()
77
78     def choose_prev_device(self, device=None, key=None, data=None):
79         if self[self.KEY_ACTIVE_DEVICE] is not None:
80             start_value = self[self.KEY_ACTIVE_DEVICE]
81             for i in range(0, len(self.brightness_device_list)):
82                 target_state = (start_value - i - 1) % (len(self.brightness_device_list))
83                 if self.device_states[target_state]:
84                     self.set(self.KEY_ACTIVE_DEVICE, target_state)
85                     return
86             self.set(self.KEY_ACTIVE_DEVICE, None)
87
88     def choose_next_device(self, device=None, key=None, data=None):
89         if self[self.KEY_ACTIVE_DEVICE] is not None:
90             start_value = self[self.KEY_ACTIVE_DEVICE]
91             for i in range(0, len(self.brightness_device_list)):
92                 target_state = (start_value + i + 1) % (len(self.brightness_device_list))
93                 if self.device_states[target_state]:
94                     self.set(self.KEY_ACTIVE_DEVICE, target_state)
95                     return
96             self.set(self.KEY_ACTIVE_DEVICE, None)
97
98     def brightness_action(self, device, key, data):
99         if self[self.KEY_ACTIVE_DEVICE] is not None:
100             target = self.brightness_device_list[self[self.KEY_ACTIVE_DEVICE]]
101             if data == devices.tradfri_button.ACTION_BRIGHTNESS_UP_LONG:
102                 logger.info("Increasing \"%s\" - %s", type(self).__name__, target.topic)
103                 target.default_inc()
104             elif data == devices.tradfri_button.ACTION_BRIGHTNESS_DOWN_LONG:
105                 logger.info("Decreasing \"%s\" - %s", type(self).__name__, target.topic)
106                 target.default_dec()
107             elif data in [devices.tradfri_button.ACTION_BRIGHTNESS_UP_RELEASE, devices.
108                 tradfri_button.ACTION_BRIGHTNESS_DOWN_RELEASE]:
109                 target.default_stop()

```

Unittest for smart_brain

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168

```

class timer_on_activation(common_base):
    KEY_TIMER = 'timer'
    #
    DEFAULT_VALUES = {
        KEY_TIMER: 0
    }

    def __init__(self, sw_device, sw_key, timer_reload_value):
        super().__init__()
        #
        self.timer_reload_value = timer_reload_value
        #
        sw_device.add_callback(sw_key, None, self.circ_pump_actions, True)
        #
        self.ct = task.periodic(6, self.cyclic_task)
        self.ct.run()

    def circ_pump_actions(self, device, key, data):
        if data is True:
            self.set(self.KEY_TIMER, self.timer_reload_value)
        else:
            self.set(self.KEY_TIMER, 0)

    def cyclic_task(self, rt):
        timer_value = self[self.KEY_TIMER] - self.ct.cycle_time
        if timer_value <= 0:
            self.set(self.KEY_TIMER, 0)
        else:
            self.set(self.KEY_TIMER, timer_value)

class heating_function(common_base):
    KEY_USER_TEMPERATURE_SETPOINT = 'user_temperature_setpoint'
    KEY_TEMPERATURE_SETPOINT = 'temperature_setpoint'
    KEY_TEMPERATURE_CURRENT = 'temperature_current'
    KEY_AWAY_MODE = 'away_mode'
    KEY_SUMMER_MODE = 'summer_mode'
    KEY_START_BOOST = 'start_boost'
    KEY_SET_DEFAULT_TEMPERATURE = 'set_default_temperature'
    KEY_BOOST_TIMER = 'boost_timer'
    #
    BOOST_TEMPERATURE = 30
    AWAY_REDUCTION = 5
    SUMMER_TEMPERATURE = 5

    class value_timeout_list(object):
        MAX_DELAY = 10

        def __init__(self):
            self.__data__ = []
            self.__time__ = []

        def __cleanup__(self):
            now = time.time()
            for i, tm in enumerate(self.__time__):
                if tm + self.MAX_DELAY < now:
                    del (self.__data__[i])
                    del (self.__time__[i])

```


Unittest for smart_brain

```

169     def new(self, item):
170         self.__cleanup__()
171         self.__data__.append(item)
172         self.__time__.append(time.time())
173
174     def is_valid_value(self, data):
175         self.__cleanup__()
176         return data not in self.__data__
177
178     def __init__(self, heating_valve, default_temperature, **kwargs):
179         self.heating_valve = heating_valve
180         self.default_temperature = default_temperature
181         #
182         self.valve_value = self.value_timeout_list()
183         #
184         super().__init__({
185             self.KEY_USER_TEMPERATURE_SETPOINT: kwargs.get(self.KEY_USER_TEMPERATURE_SETPOINT,
186 self.default_temperature),
187             self.KEY_TEMPERATURE_SETPOINT: kwargs.get(self.KEY_TEMPERATURE_SETPOINT, self.
188 default_temperature),
189             self.KEY_TEMPERATURE_CURRENT: kwargs.get(self.KEY_TEMPERATURE_CURRENT, None),
190             self.KEY_AWAY_MODE: kwargs.get(self.KEY_AWAY_MODE, False),
191             self.KEY_SUMMER_MODE: kwargs.get(self.KEY_SUMMER_MODE, False),
192             self.KEY_START_BOOST: kwargs.get(self.KEY_START_BOOST, True),
193             self.KEY_SET_DEFAULT_TEMPERATURE: kwargs.get(self.KEY_SET_DEFAULT_TEMPERATURE, False)
194
195             ,
196             self.KEY_BOOST_TIMER: kwargs.get(self.KEY_BOOST_TIMER, 0)
197         })
198         #
199         self.heating_valve.set_heating_setpoint(self[self.KEY_TEMPERATURE_SETPOINT])
200         #
201         self.heating_valve.add_callback(self.heating_valve.KEY_HEATING_SETPOINT, None, self.
202 get_radiator_setpoint)
203         self.heating_valve.add_callback(self.heating_valve.KEY_TEMPERATURE, None, self.
204 get_radiator_temperature)
205         #
206         self.add_callback(self.KEY_USER_TEMPERATURE_SETPOINT, None, self.
207 user_temperature_setpoint, False)
208         self.add_callback(self.KEY_TEMPERATURE_SETPOINT, None, self.set_heating_setpoint, True)
209         self.add_callback(self.KEY_AWAY_MODE, None, self.away_mode, True)
210         self.add_callback(self.KEY_SUMMER_MODE, None, self.summer_mode, True)
211         self.add_callback(self.KEY_SET_DEFAULT_TEMPERATURE, None, self.setpoint_to_default)
212         self.add_callback(self.KEY_START_BOOST, True, self.boost, False)
213         self.add_callback(self.KEY_BOOST_TIMER, 0, self.timer_expired, True)
214         # cyclic task initialisation
215         self.ct = task.periodic(1, self.cyclic_task)
216         self.ct.run()
217
218     def timer_expired(self, device, data, key):
219         self.set(self.KEY_TEMPERATURE_SETPOINT, self[self.KEY_USER_TEMPERATURE_SETPOINT])
220         self.heating_valve.logger.info('Timer expired. returning to regular temperature setpoint
221 %.1f°C.',
222                                     self[self.KEY_TEMPERATURE_SETPOINT])
223
224     def cyclic_task(self, rt):
225         timer_value = self[self.KEY_BOOST_TIMER] - self.ct.cycle_time
226         if self[self.KEY_BOOST_TIMER] <= 0:
227             self.set(self.KEY_BOOST_TIMER, 0)
228         else:
229             self.set(self.KEY_BOOST_TIMER, timer_value)
230
231     def cancel_boost(self):
232         self.set(self.KEY_BOOST_TIMER, 0, block_callback=[self.timer_expired])

```

Unittest for smart_brain

```

225
226 def send_command(self, key, data, block_callback=[]):
227     return super().set(key, data, block_callback)
228
229 def away_mode(self, device, key, value):
230     if value is True:
231         self.cancel_boost()
232         self.set(self.KEY_SUMMER_MODE, False, [self.summer_mode])
233         self.set(self.KEY_TEMPERATURE_SETPOINT, self[self.KEY_USER_TEMPERATURE_SETPOINT] -
self.AWAY_REDUCTION)
234     else:
235         self.set(self.KEY_TEMPERATURE_SETPOINT, self[self.KEY_USER_TEMPERATURE_SETPOINT])
236
237 def summer_mode(self, device, key, value):
238     if value is True:
239         self.cancel_boost()
240         self.set(self.KEY_AWAY_MODE, False, [self.away_mode])
241         self.set(self.KEY_TEMPERATURE_SETPOINT, self.SUMMER_TEMPERATURE)
242     else:
243         self.set(self.KEY_TEMPERATURE_SETPOINT, self[self.KEY_USER_TEMPERATURE_SETPOINT])
244
245 def boost(self, device, key, data):
246     if self[self.KEY_BOOST_TIMER] == 0:
247         self.heating_valve.logger.info('Starting boost mode with setpoint %.1f°C.', self.
BOOST_TEMPERATURE)
248         self.set(self.KEY_BOOST_TIMER, 15*60)
249         self.set(self.KEY_TEMPERATURE_SETPOINT, self.BOOST_TEMPERATURE)
250     else:
251         self.set(self.KEY_BOOST_TIMER, min(self[self.KEY_BOOST_TIMER] + 15 * 60, 60 * 60))
252         self.set(self.KEY_AWAY_MODE, False, [self.away_mode])
253         self.set(self.KEY_SUMMER_MODE, False, [self.summer_mode])
254
255 def setpoint_to_default(self, device, key, data):
256     self.cancel_boost()
257     self.set(self.KEY_AWAY_MODE, False, [self.away_mode])
258     self.set(self.KEY_SUMMER_MODE, False, [self.summer_mode])
259     self.set(self.KEY_USER_TEMPERATURE_SETPOINT, self.default_temperature, [self.
user_temperature_setpoint])
260     self.set(self.KEY_TEMPERATURE_SETPOINT, self.default_temperature)
261
262 def user_temperature_setpoint(self, device, key, data):
263     self.cancel_boost()
264     self.set(self.KEY_AWAY_MODE, False, [self.away_mode])
265     self.set(self.KEY_SUMMER_MODE, False, [self.summer_mode])
266     self.set(self.KEY_TEMPERATURE_SETPOINT, data)
267
268 def set_heating_setpoint(self, device, key, data):
269     self.valve_value.new(data)
270     self.heating_valve.set_heating_setpoint(data)
271
272 def get_radiator_setpoint(self, device, key, data):
273     if self.valve_value.is_valid_value(data):
274         if self[self.KEY_BOOST_TIMER] == 0 and not self[self.KEY_AWAY_MODE] and not self[self.
KEY_SUMMER_MODE]:
275             self.set(self.KEY_USER_TEMPERATURE_SETPOINT, data, block_callback=[self.
set_heating_setpoint])
276
277 def get_radiator_temperature(self, device, key, data):
278     self.set(self.KEY_TEMPERATURE_CURRENT, data)
279
280

```

Unittest for smart_brain

```

281 class motion_sensor_light(common_base):
282     KEY_TIMER = 'timer'
283     KEY_MOTION_SENSOR = 'motion_%d'
284     KEY_MOTION_SENSOR_0 = 'motion_%d' % 0
285     KEY_MOTION_SENSOR_1 = 'motion_%d' % 1
286     KEY_MOTION_SENSOR_2 = 'motion_%d' % 2
287     KEY_MOTION_SENSOR_3 = 'motion_%d' % 3
288     KEY_MOTION_SENSOR_4 = 'motion_%d' % 4
289
290     def __init__(self, sw_device, sw_method, *args, timer_value=30):
291         """
292         sw_device is the device switching the light, args are 0-n motion sensors
293         """
294         dv = dict.fromkeys([self.KEY_MOTION_SENSOR % i for i in range(0, len(args))])
295         for key in dv:
296             dv[key] = False
297         dv[self.KEY_TIMER] = 0
298         super().__init__(default_values=dv)
299         #
300         self.sw_device = sw_device
301         self.sw_method = sw_method
302         self.motion_sensors = args
303         self.timer_reload_value = timer_value
304         #
305         sw_device.add_callback(devices.shelly_sw1.KEY_OUTPUT_0, True, self.reload_timer, True)
306         sw_device.add_callback(devices.shelly_sw1.KEY_OUTPUT_0, False, self.reset_timer, True)
307         for motion_sensor in args:
308             motion_sensor.add_callback(motion_sensor.KEY_OCCUPANCY, None, self.
set motion detected, True)
309         #
310         self.add_callback(self.KEY_TIMER, 0, self.timer_expired, True)
311         #
312         cyclic_task = task.periodic(1, self.cyclic_task)
313         cyclic_task.run()
314
315     def reload_timer(self, device, key, data):
316         self.set(self.KEY_TIMER, self.timer_reload_value)
317
318     def reset_timer(self, device=None, key=None, data=None):
319         self.set(self.KEY_TIMER, 0)
320
321     def set_motion_detected(self, device, key, data):
322         for sensor_index, arg_device in enumerate(self.motion_sensors):
323             if arg_device.topic == device.topic:
324                 break
325             self.set(self.KEY_MOTION_SENSOR % sensor_index, data)
326             # auto light on with state sunset -> time_offset_sunrise=60 (longer sunset) and
time_offset_sunset=-60 (longer sunset)
327             if day_state(None, None, 60, -60).get_state() == day_state.KEY_SUNSET:
328                 if data is True:
329                     logger.info("%s: Motion detected - Switching on main light %s", device.topic,
self.sw_device.topic)
330                     self.sw_method(True)
331
332     def motion_detected(self):
333         for i in range(0, len(self.motion_sensors)):
334             if self[self.KEY_MOTION_SENSOR % i]:
335                 return True
336         return False
337
338     def timer_expired(self, device, key, data):
339         logger.info("No motion and time ran out - Switching off main light %s", self.sw_device.
topic)
340         self.sw_method(False)
341
342     def cyclic_task(self, cyclic_task):
343         min_value = 10 if self.motion_detected() else 0
344         if self[self.KEY_TIMER] != 0:
345             self.set(self.KEY_TIMER, max(min_value, self[self.KEY_TIMER] - cyclic_task.cycle_time
))

```

B.3.9 function.rooms.py

The line coverage for function.rooms.py was 31.7%

The branch coverage for function.rooms.py was 41.1%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4
5 import logging
6 import inspect
7
8 try:
9     from config import APP_NAME as ROOT_LOGGER_NAME
10 except ImportError:
11     ROOT_LOGGER_NAME = 'root'
12 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
13
14
15 class room(object):
16     ADD_TO_VIDEV_ALL_OFF = None
17
18     def __init__(self, mqtt_client):
19         self.mqtt_client = mqtt_client
20
21     def all_off(self, device=None, key=None, data=None):
22         logger.info("Switching all off \"%s\"", type(self).__name__)
23         for name, obj in inspect.getmembers(self):
24             try:
25                 if obj.__module__.startswith('smart_devices'):
26                     obj.all_off()
27             except AttributeError:
28                 pass # not a module or has no method all_off
29
30     def summer_mode(self, enable):
31         for name, obj in inspect.getmembers(self):
32             if obj.__class__.__name__ == 'heating_function':
33                 if obj.__module__ == 'function.modules':
34                     obj.set(obj.KEY_SUMMER_MODE, enable)
35
36
37 class room_collection(object):
38     ADD_TO_VIDEV_ALL_OFF = None
39     ALLOWED_CLASSES = ("room", "room_collection")
40
41     def __init__(self, mqtt_client):
42         self.mqtt_client = mqtt_client
43
44     def all_off(self, device=None, key=None, data=None):
45         logger.info("Switching all off \"%s\"", type(self).__name__)
46         for sub_name in dir(self):
47             # attribute name is not private
48             if not sub_name.startswith("__"):
49                 sub = getattr(self, sub_name)
50                 # try to call all_off
51                 try:
52                     sub.all_off()
53                 except AttributeError:
54                     pass # don't mind, if sub has no method all_off
55                 except:
56                     logger.error("Failed to switch off %s (%s)", repr(sub_name), type(sub).
57     __name__)

```

Unittest for smart_brain

```
57
58 def summer_mode(self, device=None, key=None, data=None):
59     logger.info("Changing to %s \"%s\"", "summer mode" if data else "winter_mode", type(self)
60     .__name__)
61     for sub_name in dir(self):
62         # attribute name is not private
63         if not sub_name.startswith("__"):
64             sub = getattr(self, sub_name)
65             if sub.__class__.__bases__[0].__name__ in self.ALLOWED_CLASSES:
66                 sub.summer_mode(data)
67
68 def all_devices(self, object_to_analyse=None, depth=0):
69     target = object_to_analyse or self
70     #
71     devices = []
72     for name, obj in inspect.getmembers(target):
73         if not callable(obj): # sort out methods
74             try:
75                 if obj.__module__.startswith('function.') and not obj.__module__.endswith('.
76                 videv'):
77                     devices.extend(self.all_devices(obj, depth+1)) # rekurse in
78                 function instances
79                 elif obj.__module__ == "devices":
80                     devices.append(obj)
81             except AttributeError:
82                 pass # sort out non modules
83     return devices
```

B.3.10 function.stairway.py

The line coverage for function.stairway.py was 90.5%

The branch coverage for function.stairway.py was 41.1%

```
1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4
5 import config
6 from devdi import rooms
7 import logging
8 from function.modules import motion_sensor_light
9 from function.rooms import room, room_collection
10
11 try:
12     from config import APP_NAME as ROOT_LOGGER_NAME
13 except ImportError:
14     ROOT_LOGGER_NAME = 'root'
15 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
16
17
18 class stairway(room_collection):
19     def __init__(self, mqtt_client):
20         super().__init__(mqtt_client)
21         self.stairway = stairway_stairway(mqtt_client)
22
23
24 class stairway_stairway(rooms.stairway, room):
25     def __init__(self, mqtt_client):
26         super().__init__(mqtt_client)
27         room.__init__(self, mqtt_client)
```

Unittest for smart_brain

```
28     #
29     # connect videv and switch
30     self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
KEY OUTPUT 0)
31
32     self.motion_sensor_light = motion_sensor_light(
33         self.switch_main_light, self.switch_main_light.set_output_0,
34         self.motion_main_light_gf, self.motion_main_light_ff,
35         timer_value=config.USER_ON_TIME_STAIRWAYS
36     )
37     self.videv_main_light.connect_mo_function(self.motion_sensor_light)
```

B.4 smart_devices

The line coverage for smart_devices was 74.7%

The branch coverage for smart_devices was 45.2%

B.4.1 smart_devices.__init__.py

The line coverage for smart_devices.__init__.py was 100.0%

The branch coverage for smart_devices.__init__.py was 45.2%

```
1 from . import brennenstuhl
2 from . import hue
3 from . import mydevices
4 from . import shelly
5 from . import silvercrest
6 from . import tradfri
```

B.4.2 smart_devices.base.py

The line coverage for smart_devices.base.py was 63.7%

The branch coverage for smart_devices.base.py was 45.2%

```
1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 import json
5 from mqtt.smarthome import mqtt_base
6 import task
7
8
9 def is_json(data):
10     try:
11         json.loads(data)
12     except json.decoder.JSONDecodeError:
13         return False
14     else:
15         return True
16
17
18 class base(mqtt_base):
19     TX_TOPIC = "set"
20     TX_VALUE = 0
21     TX_DICT = 1
22     TX_TYPE = -1
23     TX_FILTER_DATA_KEYS = []
```

Unittest for smart_brain

```

24 #
25 RX_KEYS = []
26 RX_IGNORE_TOPICS = []
27 RX_IGNORE_KEYS = []
28 RX_FILTER_DATA_KEYS = []
29 #
30 CFG_DATA = {}
31
32 def __init__(self, mqtt_client, topic):
33     super().__init__(mqtt_client, topic, default_values=dict.fromkeys(self.RX_KEYS))
34     # data storage
35     self.__cfg_by_mid__ = None
36     # initialisations
37     mqtt_client.add_callback(topic=self.topic, callback=self.receive_callback)
38     mqtt_client.add_callback(topic=self.topic+"/#", callback=self.receive_callback)
39     #
40     self.add_callback(None, None, self.__state_logging__, on_change_only=True)
41
42     def __cfg_callback__(self, key, value, mid):
43         if self.CFG_DATA.get(key) != value and self.__cfg_by_mid__ != mid and mid is not None:
44             self.__cfg_by_mid__ = mid
45             self.logger.warning("Differing configuration identified: Sending default
46 configuration to device: %s", repr(self.CFG_DATA))
47             if self.TX_TYPE == self.TX_DICT:
48                 self.mqtt_client.send(self.topic + '/' + self.TX_TOPIC, json.dumps(self.CFG_DATA))
49         else:
50             for key in self.CFG_DATA:
51                 self.send_command(key, self.CFG_DATA.get(key))
52
53     def set(self, key, data, mid=None, block_callback=[]):
54         if key in self.CFG_DATA:
55             self.__cfg_callback__(key, data, mid)
56         elif key in self.RX_IGNORE_KEYS:
57             pass # ignore these keys
58         elif key in self.RX_KEYS:
59             return super().set(key, data, block_callback)
60         else:
61             self.logger.warning("Unexpected key %s", key)
62
63     def receive_callback(self, client, userdata, message):
64         if message.topic != self.topic + '/' + videv_base.KEY_INFO:
65             content_key = message.topic[len(self.topic) + 1:]
66             if content_key not in self.RX_IGNORE_TOPICS and (not message.topic.endswith(self.
67 TX_TOPIC) or len(self.TX_TOPIC) == 0):
68                 self.logger.debug("Unpacking content_key \"%s\" from message.", content_key)
69                 if is_json(message.payload):
70                     data = json.loads(message.payload)
71                     if type(data) is dict:
72                         for key in data:
73                             self.set(key, self.__device_to_instance_filter__(key, data[key]),
74 message.mid)
75                 else:
76                     self.set(content_key, self.__device_to_instance_filter__(content_key,
77 data), message.mid)
78                 # String
79                 else:
80                     self.set(content_key, self.__device_to_instance_filter__(content_key, message
81 .payload.decode('utf-8')), message.mid)
82                 else:
83                     self.logger.debug("Ignoring topic %s", content_key)

```

Unittest for smart_brain

```

80 def __device_to_instance_filter__(self, key, data):
81     if key in self.RX_FILTER_DATA_KEYS:
82         if data in [1, 'on', 'ON']:
83             return True
84         elif data in [0, 'off', 'OFF']:
85             return False
86     return data
87
88 def __instance_to_device_filter__(self, key, data):
89     if key in self.TX_FILTER_DATA_KEYS:
90         if data is True:
91             return "on"
92         elif data is False:
93             return "off"
94     return data
95
96 def send_command(self, key, data):
97     data = self.__instance_to_device_filter__(key, data)
98     if self.TX_TOPIC is not None:
99         if self.TX_TYPE < 0:
100             self.logger.error("Unknown tx type. Set TX_TYPE of class to a known value")
101         else:
102             self.logger.debug("Sending data for %s - %s", key, str(data))
103             if self.TX_TYPE == self.TX_DICT:
104                 try:
105                     self.mqtt_client.send('/'.join([self.topic, self.TX_TOPIC]), json.dumps({
106                         key: data}))
107                 except TypeError:
108                     print(self.topic)
109                     print(key.__dict__)
110                     print(key)
111                     print(data)
112                     raise TypeError
113             else:
114                 if type(data) not in [str, bytes]:
115                     data = json.dumps(data)
116                 self.mqtt_client.send('/'.join([self.topic, key, self.TX_TOPIC] if len(self.
117 TX_TOPIC) > 0 else [self.topic, key]), data)
118             else:
119                 self.logger.error("Unknown tx topic. Set TX_TOPIC of class to a known value")
120
121 class base_rpc(mqtt_base):
122     SRC_RESPONSE = "/response"
123     SRC_NULL = "/null"
124     #
125     EVENTS_TOPIC = "/events/rpc"
126     TX_TOPIC = "/rpc"
127     RESPONSE_TOPIC = SRC_RESPONSE + "/rpc"
128     NULL_TOPIC = SRC_NULL + "/rpc"
129     #
130     RPC_ID_GET_STATUS = 1
131     RPC_ID_SET = 1734
132     #
133     def __init__(self, mqtt_client, topic):
134         super().__init__(mqtt_client, topic, default_values=dict.fromkeys(self.RX_KEYS))
135         # data storage
136         self.__cfg_by_mid__ = None
137         # initialisations
138         mqtt_client.add_callback(topic=self.topic, callback=self.receive_callback)
139         mqtt_client.add_callback(topic=self.topic+"/#", callback=self.receive_callback)
140         #

```


Unittest for smart_brain

```

141     self.add_callback(None, None, self.__state_logging__, on_change_only=False)
142     #
143     self.rpc_get_status()
144
145     def receive_callback(self, client, userdata, message):
146         data = json.loads(message.payload)
147         #
148         if message.topic == self.topic + self.EVENTS_TOPIC:
149             self.events(data)
150         elif message.topic == self.topic + self.RESPONSE_TOPIC:
151             self.response(data)
152         elif message.topic == self.topic + self.NULL_TOPIC or message.topic == self.topic + self.
TX_TOPIC or message.topic == self.topic + "/online":
153             pass # ignore response
154         else:
155             self.logger.warning("Unexpected message received: %s::%s", message.topic, json.dumps(
data, sort_keys=True, indent=4))
156
157     def events(self, data):
158         for rx_key in data["params"]:
159             if rx_key == "events":
160                 for evt in data["params"]["events"]:
161                     key = evt["component"]
162                     event = evt["event"]
163                     if key in self.RX_KEYS:
164                         if event == "btn_down":
165                             self.set(key, True)
166                         elif event == "btn_up":
167                             self.set(key, False)
168                     else:
169                         key = key + ":" + event
170                         if key in self.RX_KEYS:
171                             self.set(key, True)
172                 else:
173                     self.logger.warning("Unexpected event with data=%s", json.dumps(
data, sort_keys=True, indent=4))
174                 elif rx_key in self.RX_KEYS:
175                     state = data["params"][rx_key].get("output")
176                     if state is not None:
177                         self.set(rx_key, state)
178
179     def response(self, data):
180         try:
181             rpc_id = data.get("id")
182         except AttributeError:
183             rpc_id = None
184         try:
185             rpc_method = data.get("method")
186         except AttributeError:
187             rpc_method = None
188         if rpc_id == self.RPC_ID_GET_STATUS:
189             #
190             # Shelly.GetStatus
191             #
192             for rx_key in data.get("result", []):
193                 if rx_key in self.RX_KEYS:
194                     key_data = data["result"][rx_key]
195                     state = key_data.get("output", key_data.get("state"))
196                     if state is not None:
197                         self.set(rx_key, state)
198         else:

```

Unittest for smart_brain

```

199         self.logger.warning("Unexpected response with data=%s", json.dumps(data, sort_keys=
True, indent=4))
200
201     def rpc_tx(self, **kwargs):
202         if not "id" in kwargs:
203             raise AttributeError("'id' is missing in keyword arguments")
204         self.mqtt_client.send(self.topic + self.TX_TOPIC, json.dumps(kwargs))
205
206     def rpc_get_status(self):
207         self.rpc_tx(
208             id=self.RPC_ID_GET_STATUS,
209             src=self.topic + self.SRC_RESPONSE,
210             method="Shelly.GetStatus"
211         )
212
213     def rpc_switch_set(self, key, state: bool):
214         self.rpc_tx(
215             id=self.RPC_ID_SET,
216             src=self.topic + self.SRC_NULL,
217             method="Switch.Set",
218             params={"id": int(key[-1]), "on": state}
219         )
220
221
222 class base_output(base):
223     def __init__(self, mqtt_client, topic):
224         super().__init__(mqtt_client, topic)
225         self.__all_off_enabled__ = True
226
227     def disable_all_off(self, state=True):
228         self.__all_off_enabled__ = not state
229
230     def all_off(self):
231         if self.__all_off_enabled__:
232             try:
233                 self.__all_off__()
234             except (AttributeError, TypeError) as e:
235                 self.logger.warning("Method all_off was used, but __all_off__ method wasn't
callable: %s", repr(e))
236
237
238 class videv_base(mqtt_base):
239     KEY_INFO = '__info__'
240     #
241     SET_TOPIC = "set"
242
243     def __init__(self, mqtt_client, topic, default_values=None):
244         super().__init__(mqtt_client, topic, default_values=default_values)
245         self.__display_dict__ = {}
246         self.__control_dict__ = {}
247         self.__periodic__ = task.periodic(300, self.send_all)
248         self.__periodic__.run()
249
250     def send_all(self, rt):
251         try:
252             for key in self:
253                 if self[key] is not None:
254                     self.__tx__(key, self[key])
255         except RuntimeError:
256             self.logger.warning("Runtimeerror while sending cyclic videv information. This may
happen on startup.")
257
258     def add_display(self, my_key, ext_device, ext_key, on_change_only=True):

```

Unittest for smart_brain

```

259     """
260     listen to data changes of ext_device and update videv information
261     """
262     if my_key not in self.keys():
263         self[my_key] = None
264         if ext_device.class.name == "group":
265             # store information to identify callback from ext device
266             self.display_dict [(id(ext_device[0]), ext_key)] = my_key
267             # register a callback to listen for data from external device
268             ext_device[0].add_callback(ext_key, None, self.__rx_ext_device_data__, on_change_only
, init_now=True)
269         else:
270             # store information to identify callback from ext device
271             self.display_dict [(id(ext_device), ext_key)] = my_key
272             # register a callback to listen for data from external device
273             ext_device.add_callback(ext_key, None, self.__rx_ext_device_data__, on_change_only
, init_now=True)
274         # send initial display data to videv interface
275         data = ext_device.get(ext_key)
276         if data is not None:
277             self.tx (my_key, data)
278
279     def __rx_ext_device_data__(self, ext_device, ext_key, data):
280         my_key = self.__display_dict__ [(id(ext_device), ext_key)]
281         self.set(my_key, data)
282         self.tx (my_key, data)
283
284     def tx (self, key, data):
285         if type(data) not in (str, ):
286             data = json.dumps(data)
287             self.mqtt_client.send ('/'.join([self.topic, key]), data)
288
289     def add_control(self, my_key, ext_device, ext_key, on_change_only=True):
290         """
291         listen to videv information and pass data to ext_device
292         """
293         if my_key not in self.keys():
294             self[my_key] = None
295             # store information to identify callback from videv
296             self.control_dict [my_key] = (ext_device, ext_key, on_change_only)
297             # add callback for videv changes
298             self.mqtt_client.add_callback ('/'.join([self.topic, my_key, self.SET_TOPIC]), self
rx videv data )
299
300     def __rx_videv_data__(self, client, userdata, message):
301         my_key = message.topic.split('/')[2]
302         try:
303             data = json.loads(message.payload)
304         except json.decoder.JSONDecodeError:
305             data = message.payload
306         ext_device, ext_key, on_change_only = self.control_dict [my_key]
307         if my_key in self.keys():
308             if data != self[my_key] or not on_change_only:
309                 ext_device.send_command(ext_key, data)
310         else:
311             self.logger.info("Ignoring rx message with topic %s", message.topic)
312
313     def add_routing(self, my_key, ext_device, ext_key, on_change_only_disp=True,
on_change_only_videv=True):
314         """
315         listen to data changes of ext_device and update videv information
316         and
317         listen to videv information and pass data to ext_device
318         """
319         # add display
320         self.add_display(my_key, ext_device, ext_key, on_change_only_disp)
321         self.add_control(my_key, ext_device, ext_key, on_change_only_videv)

```

B.4.3 smart_devices.brennenstuhl.py

The line coverage for smart_devices.brennenstuhl.py was 93.4%

The branch coverage for smart_devices.brennenstuhl.py was 45.2%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 from .base import base
5 import task
6 import time
7
8
9 class brennenstuhl_heatingvalve(base):
10     """ Communication (MQTT)
11
12         brennenstuhl_heatingvalve {
13             |         "away_mode": ["ON", "OFF"]
14             |         "battery": [0...100] %
15             |         "child_lock": ["LOCK", "UNLOCK"]
16             |         "current_heating_setpoint": [5...30] °C
17             |         "linkquality": [0...255] lqi
18             |         "local_temperature": [numeric] °C
19             |         "preset": ["manual", ...]
20             |         "system_mode": ["heat", ...]
21             |         "valve_detection": ["ON", "OFF"]
22             |         "window_detection": ["ON", "OFF"]
23             |     }
24             +- set {
25                 |         "away_mode": ["ON", "OFF", "TOGGLE"]
26                 |         "child_lock": ["LOCK", "UNLOCK"]
27                 |         "current_heating_setpoint": [5...30] °C
28                 |         "preset": ["manual", ...]
29                 |         "system_mode": ["heat", ...]
30                 |         "valve_detection": ["ON", "OFF", "TOGGLE"]
31                 |         "window_detection": ["ON", "OFF", "TOGGLE"]
32             }
33     """
34     KEY_LINKQUALITY = "linkquality"
35     KEY_BATTERY = "battery"
36     KEY_HEATING_SETPOINT = "current_heating_setpoint"
37     KEY_TEMPERATURE = "local_temperature"
38     #
39     KEY_AWAY_MODE = "away_mode"
40     KEY_CHILD_LOCK = "child_lock"
41     KEY_PRESET = "preset"
42     KEY_SYSTEM_MODE = "system_mode"
43     KEY_VALVE_DETECTION = "valve_detection"
44     KEY_WINDOW_DETECTION = "window_detection"
45     #
46     RETRY_CYCLE_TIME = 2.5
47     MAX_TX_RETRIES = 20
48     RETRY_TIMEOUT = RETRY_CYCLE_TIME * MAX_TX_RETRIES
49     #
50     TX_TYPE = base.TX_DICT
51     #
52     RX_KEYS = [KEY_LINKQUALITY, KEY_BATTERY, KEY_HEATING_SETPOINT, KEY_TEMPERATURE]
53     RX_IGNORE_KEYS = [KEY_AWAY_MODE, KEY_CHILD_LOCK, KEY_PRESET, KEY_SYSTEM_MODE,
54                       KEY_VALVE_DETECTION, KEY_WINDOW_DETECTION]
55     #
56     CFG_DATA = {

```

Unittest for smart_brain

```

56     KEY_WINDOW_DETECTION: "ON",
57     KEY_VALVE_DETECTION: "ON",
58     KEY_SYSTEM_MODE: "heat",
59     KEY_PRESET: "manual"
60 }
61
62 def __init__(self, mqtt_client, topic):
63     super().__init__(mqtt_client, topic)
64     self.add_callback(self.KEY_HEATING_SETPOINT, None, self.__valave_temp_rx__)
65     self.__tx_temperature__ = None
66     self.__rx_temperature__ = None
67     self.__tx_timestamp__ = 0
68     #
69     self.task = task.periodic(self.RETRY_CYCLE_TIME, self.__task__)
70     self.task.run()
71
72 def __state_logging__(self, inst, key, data):
73     if key in [self.KEY_HEATING_SETPOINT, self.KEY_CHILD_LOCK, self.KEY_WINDOW_DETECTION,
74 self.KEY_VALVE_DETECTION]:
75         self.logger.info("State change of '%s' to '%s'", key, repr(data))
76
77 def send_command(self, key, data):
78     if key == self.KEY_HEATING_SETPOINT:
79         self.__tx_temperature__ = data
80         self.__tx_timestamp__ = time.time()
81         base.send_command(self, key, data)
82
83 def valave_temp_rx__(self, inst, key, data):
84     if key == self.KEY_HEATING_SETPOINT:
85         self.__rx_temperature__ = data
86
87 def __task__(self, rt):
88     if self.__tx_temperature__ is not None and self.__tx_timestamp__ is not None: # Already
89         send a setpoint
90         if self.__tx_temperature__ != self.__rx_temperature__: #
91             Setpoint and valve feedback are unequal
92             if time.time() - self.__tx_timestamp__ < self.RETRY_TIMEOUT: # Timeout
93                 condition allows resend of setpoint
94                 self.logger.warning("Setpoint not yet acknowledged by device. Sending setpoint
95                 again")
96                 self.set_heating_setpoint(self.__tx_temperature__)
97                 return
98     else:
99         self.__tx_timestamp__ = None # Disable
100         resend logic, if setpoint and valve setpoint are equal
101
102 #
103 # RX
104 #
105 @property
106 def linkquality(self):
107     return self.get(self.KEY_LINKQUALITY)
108
109 @property
110 def heating_setpoint(self):
111     return self.get(self.KEY_HEATING_SETPOINT)
112
113 @property
114 def temperature(self):
115     return self.get(self.KEY_TEMPERATURE)
116
117 #
118 # TX
119 #
120 def set_heating_setpoint(self, setpoint):
121     self.send_command(self.KEY_HEATING_SETPOINT, setpoint)
122
123 def set_heating_setpoint_mcb(self, device, key, data):
124     self.set_heating_setpoint(data)

```

B.4.4 smart_devices.hue.py

The line coverage for smart_devices.hue.py was 64.4%

The branch coverage for smart_devices.hue.py was 45.2%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 from .base import base, base_output
5 import logging
6
7
8 class hue_light(base_output):
9     """ Communication (MQTT)
10
11         hue_light {
12             |         "state": ["ON" / "OFF" / "TOGGLE"]
13             |         "linkquality": [0...255] |qi
14             |         "brightness": [0...254]
15             |         "color_mode": ["color_temp"]
16             |         "color_temp": ["coolest", "cool", "neutral", "warm", "warmest", 250...454]
17             |     }
18         + get {
19             |         "state": ""
20             |     }
21         + set {
22             |         "state": ["ON" / "OFF"]
23             |         "brightness": [0...256]
24             |         "color_temp": [250...454]
25             |         "transition": [0...] seconds
26             |         "brightness_move": [-X...0...X] X/s
27             |         "brightness_step": [-X...0...X]
28             |         "color_temp_move": [-X...0...X] X/s
29             |         "color_temp_step": [-X...0...X]
30             |     }
31     """
32     KEY_LINKQUALITY = "linkquality"
33     KEY_OUTPUT_0 = "state"
34     KEY_BRIGHTNESS = "brightness"
35     KEY_COLOR_TEMP = "color_temp"
36     #
37     TX_TYPE = base.TX_DICT
38     TX_FILTER_DATA_KEYS = [KEY_OUTPUT_0, KEY_BRIGHTNESS, KEY_COLOR_TEMP]
39     STATE_KEYS = TX_FILTER_DATA_KEYS
40     #
41     RX_KEYS = [KEY_LINKQUALITY, KEY_OUTPUT_0, KEY_BRIGHTNESS, KEY_COLOR_TEMP]
42     RX_IGNORE_KEYS = ['update', 'color_mode']
43     RX_FILTER_DATA_KEYS = [KEY_OUTPUT_0, KEY_BRIGHTNESS, KEY_COLOR_TEMP]
44
45     def __state_logging__(self, inst, key, data):
46         if key in [self.KEY_OUTPUT_0, self.KEY_BRIGHTNESS, self.KEY_COLOR_TEMP]:
47             self.logger.info("State change of '%s' to '%s'", key, repr(data))
48
49     def __device_to_instance_filter__(self, key, data):
50         if key == self.KEY_BRIGHTNESS:
51             return int(round((data - 1) * 100 / 253, 0))
52         elif key == self.KEY_COLOR_TEMP:
53             return int(round((data - 250) * 10 / 204, 0))
54         return super().__device_to_instance_filter__(key, data)
55
56     def __instance_to_device_filter__(self, key, data):

```

Unittest for smart_brain

```

57     if key == self.KEY_BRIGHTNESS:
58         return int(round(data * 253 / 100 + 1, 0))
59     elif key == self.KEY_COLOR_TEMP:
60         return int(round(data * 204 / 10 + 250, 0))
61     return super().__instance_to_device_filter__(key, data)
62
63     #
64     # RX
65     #
66     @property
67     def output_0(self):
68         """rv: [True, False]"""
69         return self.get(self.KEY_OUTPUT_0, False)
70
71     @property
72     def linkquality(self):
73         """rv: numeric value"""
74         return self.get(self.KEY_LINKQUALITY, 0)
75
76     @property
77     def brightness(self):
78         """rv: numeric value [0%, ..., 100%]"""
79         return self.get(self.KEY_BRIGHTNESS, 0)
80
81     @property
82     def color_temp(self):
83         """rv: numeric value [0, ..., 10]"""
84         return self.get(self.KEY_COLOR_TEMP, 0)
85
86     #
87     # TX
88     #
89     def request_data(self, device=None, key=None, data=None):
90         self.mqtt_client.send(self.topic + "/set", '{"hue_power_on_behavior": "recover"}')
91
92     def set_output_0(self, state):
93         """state: [True, False]"""
94         self.send_command(self.KEY_OUTPUT_0, state)
95
96     def set_output_0_mcb(self, device, key, data):
97         self.set_output_0(data)
98
99     def toggle_output_0_mcb(self, device, key, data):
100        self.set_output_0(not self.output_0)
101
102     def set_brightness(self, brightness):
103         """brightness: [0, ..., 100]"""
104         self.send_command(self.KEY_BRIGHTNESS, brightness)
105
106     def set_brightness_mcb(self, device, key, data):
107         self.set_brightness(data)
108
109     def set_color_temp(self, color_temp):
110         """color_temp: [0, ..., 10]"""
111         self.send_command(self.KEY_COLOR_TEMP, color_temp)
112
113     def set_color_temp_mcb(self, device, key, data):
114         self.set_color_temp(data)
115
116     def __all_off__(self):
117         if self.output_0:
118             self.set_output_0(False)

```

B.4.5 smart_devices.mydevices.py

The line coverage for smart_devices.mydevices.py was 66.7%

The branch coverage for smart_devices.mydevices.py was 45.2%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 from .base import base, base_output
5 import logging
6
7
8 class powerplug(base_output):
9     """ Communication (MQTT)
10
11     my_powerplug
12         +- output
13             +- 1 [True, False] <- status
14             | +- set [True, False, "toggle"] <- command
15             +- 2 [True, False] <- status
16             | +- set [True, False, "toggle"] <- command
17             +- 3 [True, False] <- status
18             | +- set [True, False, "toggle"] <- command
19             +- 4 [True, False] <- status
20             | +- set [True, False, "toggle"] <- command
21             +- all
22             | +- set [True, False, "toggle"] <- command
23
24     """
25     KEY_OUTPUT_0 = "output/1"
26     KEY_OUTPUT_1 = "output/2"
27     KEY_OUTPUT_2 = "output/3"
28     KEY_OUTPUT_3 = "output/4"
29     KEY_OUTPUT_ALL = "output/all"
30     KEY_OUTPUT_LIST = [KEY_OUTPUT_0, KEY_OUTPUT_1, KEY_OUTPUT_2, KEY_OUTPUT_3]
31     #
32     TX_TYPE = base.TX_VALUE
33     #
34     RX_KEYS = [KEY_OUTPUT_0, KEY_OUTPUT_1, KEY_OUTPUT_2, KEY_OUTPUT_3]
35
36     def __state_logging__(self, inst, key, data):
37         if key in self.KEY_OUTPUT_LIST:
38             self.logger.info("State change of '%s' to '%s'", key, repr(data))
39
40     #
41     # RX
42     #
43     @property
44     def output_0(self):
45         """rv: [True, False]"""
46         return self.get(self.KEY_OUTPUT_0)
47
48     @property
49     def output_1(self):
50         """rv: [True, False]"""
51         return self.get(self.KEY_OUTPUT_1)
52
53     @property
54     def output_2(self):
55         """rv: [True, False]"""
56         return self.get(self.KEY_OUTPUT_2)

```


Unittest for smart_brain

```

57 @property
58 def output_3(self):
59     """rv: [True, False]"""
60     return self.get(self.KEY_OUTPUT_3)
61
62 #
63 # TX
64 #
65 def set_output(self, key, state):
66     if key in self.KEY_OUTPUT_LIST:
67         self.send_command(key, state)
68     else:
69         logging.error("Unknown key to set the output!")
70
71 def set_output_0(self, state):
72     """state: [True, False]"""
73     self.send_command(self.KEY_OUTPUT_0, state)
74
75 def set_output_0_mcb(self, device, key, data):
76     self.set_output_0(data)
77
78 def toggle_output_0_mcb(self, device, key, data):
79     self.set_output_0(not self.output_0)
80
81 def set_output_1(self, state):
82     """state: [True, False]"""
83     self.send_command(self.KEY_OUTPUT_1, state)
84
85 def set_output_1_mcb(self, device, key, data):
86     self.set_output_1(data)
87
88 def toggle_output_1_mcb(self, device, key, data):
89     self.set_output_1(not self.output_1)
90
91 def set_output_2(self, state):
92     """state: [True, False]"""
93     self.send_command(self.KEY_OUTPUT_2, state)
94
95 def set_output_2_mcb(self, device, key, data):
96     self.set_output_2(data)
97
98 def toggle_output_2_mcb(self, device, key, data):
99     self.set_output_2(not self.output_2)
100
101 def set_output_3(self, state):
102     """state: [True, False]"""
103     self.send_command(self.KEY_OUTPUT_3, state)
104
105 def set_output_3_mcb(self, device, key, data):
106     self.set_output_3(data)
107
108 def toggle_output_3_mcb(self, device, key, data):
109     self.set_output_3(not self.output_3)
110
111 def set_output_all(self, state):
112     """state: [True, False, 'toggle']"""
113     self.send_command(self.KEY_OUTPUT_ALL, state)
114
115 def set_output_all_mcb(self, device, key, data):
116     self.set_output_all(data)
117
118 def __all_off__(self):
119     self.set_output_all(False)

```

```

120
121
122 class remote(base):
123     """ Communication (MQTT)
124
125     remote (RAS5)                                     ← command
126         + CD [dc]
127         + LINE1 [dc]
128         + LINE2 [dc]
129         + LINE3 [dc]
130         + MUTE [dc]
131         + POWER [dc]
132         + VOLDDOWN [dc]
133         + VOLUP [dc]
134         + PHONO [dc]
135         + DOCK [dc]
136
137     remote (EUR642100)                               ← command
138         + OPEN_CLOSE [dc]
139         + VOLDDOWN [dc]
140         + VOLUP [dc]
141         + ONE [dc]
142         + TWO [dc]
143         + THREE [dc]
144         + FOUR [dc]
145         + FIVE [dc]
146         + SIX [dc]
147         + SEVEN [dc]
148         + EIGHT [dc]
149         + NINE [dc]
150         + ZERO [dc]
151         + TEN [dc]
152         + TEN_PLUS [dc]
153         + PROGRAM [dc]
154         + CLEAR [dc]
155         + RECALL [dc]
156         + TIME_MODE [dc]
157         + A_B_REPEAT [dc]
158         + REPEAT [dc]
159         + RANDOM [dc]
160         + AUTO_CUE [dc]
161         + TAPE_LENGTH [dc]
162         + SIDE_A_B [dc]
163         + TIME_FADE [dc]
164         + PEAK_SEARCH [dc]
165         + SEARCH_BACK [dc]
166         + SEARCH_FOR [dc]
167         + TRACK_NEXT [dc]
168         + TRACK_PREV [dc]
169         + STOP [dc]
170         + PAUSE [dc]
171         + PLAY [dc]
172     """
173     KEY_CD = "CD"
174     KEY_LINE1 = "LINE1"
175     KEY_LINE2 = "LINE2"
176     KEY_LINE3 = "LINE3"
177     KEY_PHONO = "PHONO"
178     KEY_MUTE = "MUTE"
179     KEY_POWER = "POWER"
180     KEY_VOLDDOWN = "VOLDDOWN"
181     KEY_VOLUP = "VOLUP"

```

Unittest for smart_brain

```

182 #
183 TX_TOPIC = ''
184 TX_TYPE = base.TX_VALUE
185 #
186 RX_IGNORE_TOPICS = [KEY_CD, KEY_LINE1, KEY_LINE2, KEY_LINE3, KEY_PHONO, KEY_MUTE, KEY_POWER,
187 KEY_VOLUP, KEY_VOLDOWN]
188
189 def __state_logging__(self, inst, key, data):
190     pass # This is just a TX device using self.set_*
191
192 def set_cd(self, device=None, key=None, data=None):
193     self.logger.info("Changing amplifier source to CD")
194     self.send_command(self.KEY_CD, None)
195
196 def set_line1(self, device=None, key=None, data=None):
197     self.logger.info("Changing amplifier source to LINE1")
198     self.send_command(self.KEY_LINE1, None)
199
200 def set_line2(self, device=None, key=None, data=None):
201     self.logger.info("Changing amplifier source to LINE2")
202     self.send_command(self.KEY_LINE2, None)
203
204 def set_line3(self, device=None, key=None, data=None):
205     self.logger.info("Changing amplifier source to LINE3")
206     self.send_command(self.KEY_LINE3, None)
207
208 def set_phono(self, device=None, key=None, data=None):
209     self.logger.info("Changing amplifier source to PHONO")
210     self.send_command(self.KEY_PHONO, None)
211
212 def set_mute(self, device=None, key=None, data=None):
213     self.logger.info("Muting / Unmuting amplifier")
214     self.send_command(self.KEY_MUTE, None)
215
216 def set_power(self, device=None, key=None, data=None):
217     self.logger.info("Power on/off amplifier")
218     self.send_command(self.KEY_POWER, None)
219
220 def set_volume_up(self, data=False):
221     """data: [True, False]"""
222     self.logger.info("Increasing amplifier volume")
223     self.send_command(self.KEY_VOLUP, data)
224
225 def set_volume_down(self, data=False):
226     """data: [True, False]"""
227     self.logger.info("Decreasing amplifier volume")
228     self.send_command(self.KEY_VOLDOWN, data)
229
230 def default_inc(self, device=None, key=None, data=None):
231     self.set_volume_up(True)
232
233 def default_dec(self, device=None, key=None, data=None):
234     self.set_volume_down(True)
235
236 def default_stop(self, device=None, key=None, data=None):
237     self.set_volume_up(False)
238
239 class audio_status(base):

```

Unittest for smart_brain

```

240     """ Communication (MQTT)
241
242     audio_status
243         +- state [True, False]           <- status
244         +- title [text]                 <- status
245     """
246     KEY_STATE = "state"
247     KEY_TITLE = "title"
248     #
249     TX_TYPE = base.TX_VALUE
250     #
251     RX_KEYS = [KEY_STATE, KEY_TITLE]
252
253     def __state_logging__(self, inst, key, data):
254         if key in [self.KEY_STATE, self.KEY_TITLE]:
255             self.logger.info("State change of '%s' to '%s'", key, repr(data))
256
257     def set_state(self, num, data):
258         """data: [True, False]"""
259         self.send_command(self.KEY_STATE + "/" + str(num), data)
260
261     def set_state_mcb(self, device, key, data):
262         self.set_state(data)

```

B.4.6 smart_devices.shelly.py

The line coverage for smart_devices.shelly.py was 72.3%

The branch coverage for smart_devices.shelly.py was 45.2%

```

1  #!/usr/bin/env python
2  # -*- coding: utf-8 -*-
3  #
4  from .base import base_output
5  from .base import base_rpc
6  import task
7
8
9  class shelly(base_output):
10     """ Communication (MQTT)
11
12     shelly
13         +- relay
14         |     +- 0 ["on" / "off"]           <- status
15         |     | +- command ["on"/ "off"]    <- command
16         |     | +- energy [numeric]         <- status
17         |     +- 1 ["on" / "off"]           <- status
18         |     | +- command ["on"/ "off"]    <- command
19         |     | +- energy [numeric]         <- status
20         +- input
21         |     +- 0 [0 / 1]                   <- status
22         |     +- 1 [0 / 1]                   <- status
23         +- input_event
24         |     +- 0                           <- status
25         |     +- 1                           <- status
26         +- logpush
27         |     +- 0 [0 / 1]                   <- status
28         |     +- 1 [0 / 1]                   <- status
29         +- temperature [numeric] °C         <- status
30         +- temperature_f [numeric] F       <- status
31         +- overtemperature [0 / 1]         <- status

```

Unittest for smart_brain

```

32         +- id                                     <- status
33         +- model                                  <- status
34         +- mac                                    <- status
35         +- ip                                     <- status
36         +- new_fw                                 <- status
37         +- fw_ver                                 <- status
38     """
39     KEY_OUTPUT_0 = "relay/0"
40     KEY_OUTPUT_1 = "relay/1"
41     KEY_INPUT_0 = "input/0"
42     KEY_INPUT_1 = "input/1"
43     KEY_LONGPUSH_0 = "longpush/0"
44     KEY_LONGPUSH_1 = "longpush/1"
45     KEY_TEMPERATURE = "temperature"
46     KEY_OVERTEMPERATURE = "overtemperature"
47     KEY_ID = "id"
48     KEY_MODEL = "model"
49     KEY_MAC = "mac"
50     KEY_IP = "ip"
51     KEY_NEW_FIRMWARE = "new_fw"
52     KEY_FIRMWARE_VERSION = "fw_ver"
53     #
54     TX_TOPIC = "command"
55     TX_TYPE = base_output.TX_VALUE
56     TX_FILTER_DATA_KEYS = [KEY_OUTPUT_0, KEY_OUTPUT_1]
57     #
58     RX_KEYS = [KEY_OUTPUT_0, KEY_OUTPUT_1, KEY_INPUT_0, KEY_INPUT_1, KEY_LONGPUSH_0,
59                KEY_LONGPUSH_1, KEY_OVERTEMPERATURE, KEY_TEMPERATURE,
60                KEY_ID, KEY_MODEL, KEY_MAC, KEY_IP, KEY_NEW_FIRMWARE, KEY_FIRMWARE_VERSION]
61     RX_IGNORE_TOPICS = [KEY_OUTPUT_0 + '/' + "energy", KEY_OUTPUT_1 + '/' + "energy", '
62     input_event/0', 'input_event/1']
63     RX_IGNORE_KEYS = ['temperature_f']
64     RX_FILTER_DATA_KEYS = [KEY_INPUT_0, KEY_INPUT_1, KEY_LONGPUSH_0, KEY_LONGPUSH_1, KEY_OUTPUT_0
65     , KEY_OUTPUT_1, KEY_OVERTEMPERATURE]
66
67     def __init__(self, mqtt_client, topic):
68         super().__init__(mqtt_client, topic)
69         #
70         self.output_key_delayed = None
71         self.delayed_flash_task = task.delayed(0.75, self.flash_task)
72         self.delayed_off_task = task.delayed(0.75, self.off_task)
73         #
74         self.all_off_requested = False
75
76     def __state_logging__(self, inst, key, data):
77         if key in [self.KEY_OUTPUT_0, self.KEY_OUTPUT_1]:
78             self.logger.info("State change of '%s' to '%s'", key, repr(data))
79         elif key in [self.KEY_INPUT_0, self.KEY_INPUT_1, self.KEY_LONGPUSH_0, self.KEY_LONGPUSH_1
80 ]:
81             self.logger.info("Input action '%s' with '%s'", key, repr(data))
82
83     def flash_task(self, *args):
84         if self.flash_active:
85             self.send_command(self.output_key_delayed, not self.get(self.output_key_delayed))
86             self.output_key_delayed = None
87         if self.all_off_requested:
88             self.delayed_off_task.run()
89
90     def off_task(self, *args):
91         self.all_off()
92
93
94
95
96
97
98
99

```

Unittest for smart_brain

```

89     @property
90     def flash_active(self):
91         return self.output_key_delayed is not None
92
93     #
94     # RX
95     #
96     @property
97     def output_0(self):
98         """rv: [True, False]"""
99         return self.get(self.KEY_OUTPUT_0)
100
101     @property
102     def output_1(self):
103         """rv: [True, False]"""
104         return self.get(self.KEY_OUTPUT_1)
105
106     @property
107     def input_0(self):
108         """rv: [True, False]"""
109         return self.get(self.KEY_INPUT_0)
110
111     @property
112     def input_1(self):
113         """rv: [True, False]"""
114         return self.get(self.KEY_INPUT_1)
115
116     @property
117     def longpush_0(self):
118         """rv: [True, False]"""
119         return self.get(self.KEY_LONGPUSH_0)
120
121     @property
122     def longpush_1(self):
123         """rv: [True, False]"""
124         return self.get(self.KEY_LONGPUSH_1)
125
126     @property
127     def temperature(self):
128         """rv: numeric value"""
129         return self.get(self.KEY_TEMPERATURE)
130
131     #
132     # TX
133     #
134     def set_output_0(self, state):
135         """state: [True, False]"""
136         self.send_command(self.KEY_OUTPUT_0, state)
137
138     def set_output_0_mcb(self, device, key, data):
139         self.set_output_0(data)
140
141     def toggle_output_0_mcb(self, device, key, data):
142         self.set_output_0(not self.output_0)
143
144     def set_output_1(self, state):
145         """state: [True, False]"""
146         self.send_command(self.KEY_OUTPUT_1, state)
147
148     def set_output_1_mcb(self, device, key, data):
149         self.set_output_1(data)
150
151     def toggle_output_1_mcb(self, device, key, data):
152         self.set_output_1(not self.output_1)

```

Unittest for smart_brain

```

153
154 def flash_0_mcb(self, device, key, data):
155     self.output_key_delayed = self.KEY_OUTPUT_0
156     self.toggle_output_0_mcb(device, key, data)
157     self.delayed_flash_task.run()
158
159 def flash_1_mcb(self, device, key, data):
160     self.output_key_delayed = self.KEY_OUTPUT_1
161     self.toggle_output_1_mcb(device, key, data)
162     self.delayed_flash_task.run()
163
164 def __all_off__(self):
165     if self.flash_active:
166         self.all_off_requested = True
167     else:
168         if self.output_0:
169             self.set_output_0(False)
170         if self.output_1:
171             self.set_output_1(False)
172
173
174 class shelly_rpc(base_rpc):
175     KEY_OUTPUT_0 = "switch:0"
176     KEY_OUTPUT_1 = "switch:1"
177     KEY_OUTPUT_2 = "switch:2"
178     KEY_INPUT_0 = "input:0"
179     KEY_INPUT_1 = "input:1"
180     KEY_INPUT_2 = "input:2"
181     KEY_LONGPUSH_0 = "input:0:long_push"
182     KEY_LONGPUSH_1 = "input:1:long_push"
183     KEY_LONGPUSH_2 = "input:2:long_push"
184     KEY_SINGLEPUSH_0 = "input:0:single_push"
185     KEY_SINGLEPUSH_1 = "input:1:single_push"
186     KEY_SINGLEPUSH_2 = "input:2:single_push"
187     KEY_DOUBLEPUSH_0 = "input:0:double_push"
188     KEY_DOUBLEPUSH_1 = "input:1:double_push"
189     KEY_DOUBLEPUSH_2 = "input:2:double_push"
190     KEY_TRIPLEPUSH_0 = "input:0:triple_push"
191     KEY_TRIPLEPUSH_1 = "input:1:triple_push"
192     KEY_TRIPLEPUSH_2 = "input:2:triple_push"
193
194 RX_KEYS = [KEY_OUTPUT_0, KEY_OUTPUT_1, KEY_OUTPUT_2, KEY_INPUT_0, KEY_INPUT_1, KEY_INPUT_2,
195            KEY_LONGPUSH_0, KEY_LONGPUSH_1, KEY_LONGPUSH_2, KEY_SINGLEPUSH_0, KEY_SINGLEPUSH_1
196            , KEY_SINGLEPUSH_2,
197            KEY_DOUBLEPUSH_0, KEY_DOUBLEPUSH_1, KEY_DOUBLEPUSH_2, KEY_TRIPLEPUSH_0,
198            KEY_TRIPLEPUSH_1, KEY_TRIPLEPUSH_2]
199
200 def __state_logging__(self, inst, key, data):
201     if key in [self.KEY_OUTPUT_0, self.KEY_OUTPUT_1, self.KEY_OUTPUT_2]:
202         self.logger.info("State change of '%s' to '%s'", key, repr(data))
203     elif key in [self.KEY_INPUT_0, self.KEY_INPUT_1, self.KEY_INPUT_2]:
204         self.logger.info("Input action '%s' with '%s'", key, repr(data))
205     elif key in [self.KEY_LONGPUSH_0, self.KEY_LONGPUSH_1, self.KEY_LONGPUSH_2,
206                self.KEY_SINGLEPUSH_0, self.KEY_SINGLEPUSH_1, self.KEY_SINGLEPUSH_2,
207                self.KEY_DOUBLEPUSH_0, self.KEY_DOUBLEPUSH_1, self.KEY_DOUBLEPUSH_2,
208                self.KEY_TRIPLEPUSH_0, self.KEY_TRIPLEPUSH_1, self.KEY_TRIPLEPUSH_2]:
209         self.logger.info("Input action '%s'", key)
210
211 def set_output_0(self, state):
212     """state: [True, False]"""
213     self.rpc_switch_set(self.KEY_OUTPUT_0, state)
214
215

```

Unittest for smart_brain

```
213 def set_output_0_mcb(self, device, key, data):
214     self.set_output_0(data)
215
216 def toggle_output_0_mcb(self, device, key, data):
217     self.set_output_0(not self.get(self.KEY_OUTPUT_0))
218
219 def set_output_1(self, state):
220     """state: [True, False]"""
221     self.rpc_switch_set(self.KEY_OUTPUT_1, state)
222
223 def set_output_1_mcb(self, device, key, data):
224     self.set_output_1(data)
225
226 def toggle_output_1_mcb(self, device, key, data):
227     print(self.get(self.KEY_OUTPUT_1))
228     self.set_output_1(not self.get(self.KEY_OUTPUT_1))
229
230 def set_output_2(self, state):
231     """state: [True, False]"""
232     self.rpc_switch_set(self.KEY_OUTPUT_2, state)
233
234 def set_output_2_mcb(self, device, key, data):
235     self.set_output_2(data)
236
237 def toggle_output_2_mcb(self, device, key, data):
238     self.set_output_2(not self.get(self.KEY_OUTPUT_2))
```

B.4.7 smart_devices.silvercrest.py

The line coverage for smart_devices.silvercrest.py was 75.8%

The branch coverage for smart_devices.silvercrest.py was 45.2%

```
1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 from .base import base, base_output
5 import logging
6
7
8 class silvercrest_button(base):
9     """ Communication (MQTT)
10
11     tradfri_button {
12         "action": ["pressed"]
13         "battery": [0...100] %
14         "battery_low": [true | false]
15         "tamper": [true | false]
16         "linkquality": [0...255] lqi
17         "update": []
18     }
19 """
20 ACTION_PRESSED = "pressed"
21 #
22 KEY_LINKQUALITY = "linkquality"
23 KEY_BATTERY = "battery"
24 KEY_BATTERY_LOW = "battery_low"
25 KEY_TAMPER = "tamper"
26 KEY_ACTION = "action"
27 #
28 RX_KEYS = [KEY_LINKQUALITY, KEY_BATTERY, KEY_ACTION, KEY_BATTERY_LOW, KEY_TAMPER]
29
```


Unittest for smart_brain

```

30 def __init__(self, mqtt_client, topic):
31     super().__init__(mqtt_client, topic)
32
33 def __state_logging__(self, inst, key, data):
34     if key == self.KEY_ACTION:
35         self.logger.info("Input '%s' with '%s'", key, repr(data))
36         self[self.KEY_ACTION] = None
37     elif key in [self.KEY_BATTERY_LOW, self.KEY_TAMPER]:
38         self.logger.info("Input '%s' with '%s'", key, repr(data))
39
40     #
41     # RX
42     #
43 @property
44 def action(self):
45     """rv: action_txt"""
46     return self.get(self.KEY_ACTION)
47
48
49 class silvercrest_powerplug(base_output):
50     """ Communication (MQTT)
51
52     silvercrest_powerplug {
53         |           "state": ["ON" / "OFF"]
54         |           "linkquality": [0..255] lqi
55         | }
56         +- get {
57         |           "state": ""
58         | }
59         +- set {
60         |           "state": ["ON" / "OFF"]
61         | }
62     """
63     KEY_LINKQUALITY = "linkquality"
64     KEY_OUTPUT_0 = "state"
65     #
66     TX_TYPE = base.TX_DICT
67     TX_FILTER_DATA_KEYS = [KEY_OUTPUT_0]
68     #
69     RX_KEYS = [KEY_LINKQUALITY, KEY_OUTPUT_0]
70     RX_FILTER_DATA_KEYS = [KEY_OUTPUT_0]
71
72     def __state_logging__(self, inst, key, data):
73         if key in [self.KEY_OUTPUT_0]:
74             self.logger.info("State change of '%s' to '%s'", key, repr(data))
75
76     #
77     # RX
78     #
79 @property
80 def output_0(self):
81     """rv: [True, False]"""
82     return self.get(self.KEY_OUTPUT_0)
83
84 @property
85 def linkquality(self):
86     """rv: numeric value"""
87     return self.get(self.KEY_LINKQUALITY)
88
89     #
90     # TX
91     #
92     def set_output_0(self, state):

```

Unittest for smart_brain

```

93     """state: [True, False]"""
94     self.send_command(self.KEY_OUTPUT_0, state)
95
96     def set_output_0_mcb(self, device, key, data):
97         self.set_output_0(data)
98
99     def toggle_output_0_mcb(self, device, key, data):
100         self.set_output_0(not self.output_0)
101
102     def __all_off__(self):
103         if self.output_0:
104             self.set_output_0(False)
105
106
107 class silvercrest_motion_sensor(base):
108     """ Communication (MQTT)
109
110     silvercrest_motion_sensor {
111                                     battery: [0..100] %
112                                     battery_low: [True, False]
113                                     linkquality: [0..255] lqi
114                                     occupancy: [True, False]
115                                     tamper: [True, False]
116                                     voltage: [0..] mV
117     }
118
119     """
120     KEY_BATTERY = "battery"
121     KEY_BATTERY_LOW = "battery_low"
122     KEY_LINKQUALITY = "linkquality"
123     KEY_OCCUPANCY = "occupancy"
124     KEY_UNMOUNTED = "tamper"
125     KEY_VOLTAGE = "voltage"
126     #
127     TX_TYPE = base.TX_DICT
128     #
129     RX_KEYS = [KEY_BATTERY, KEY_BATTERY_LOW, KEY_LINKQUALITY, KEY_OCCUPANCY, KEY_UNMOUNTED,
130               KEY_VOLTAGE]
131
132     def __init__(self, mqtt_client, topic):
133         super().__init__(mqtt_client, topic)
134
135     def __state_logging__(self, inst, key, data):
136         if key in [self.KEY_OCCUPANCY, self.KEY_UNMOUNTED]:
137             self.logger.info("State change of '%s' to '%s'", key, repr(data))
138
139     #
140     # RX
141     #
142     @property
143     def linkquality(self):
144         """rv: numeric value"""
145         return self.get(self.KEY_LINKQUALITY)
146
147     @property
148     def battery(self):
149         """rv: numeric value"""
150         return self.get(self.KEY_BATTERY)

```

B.4.8 smart_devices.tradfri.py

The line coverage for smart_devices.tradfri.py was 85.1%

The branch coverage for smart_devices.tradfri.py was 45.2%

```

1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 from .base import base, base_output
5 import logging
6
7
8 class tradfri_light(base_output):
9     """ Communication (MQTT)
10
11     tradfri_light {
12         |         "state": ["ON" / "OFF" / "TOGGLE"]
13         |         "linkquality": [0...255] lqi
14         |         "brightness": [0...254]
15         |         "color_mode": ["color_temp"]
16         |         "color_temp": ["coolest", "cool", "neutral", "warm", "warmest",
17         |         250...454]
18         |         "color_temp_startup": ["coolest", "cool", "neutral", "warm", "warmest"
19         |         , "previous", 250...454]
20         |         "update": []
21         |     }
22     + get {
23         |         "state": ""
24         |     }
25     + set {
26         |         "state": ["ON" / "OFF"]
27         |         "brightness": [0...256]
28         |         "color_temp": [250...454]
29         |         "transition": [0...] seconds
30         |         "brightness_move": [-X...0...X] X/s
31         |         "brightness_step": [-X...0...X]
32         |         "color_temp_move": [-X...0...X] X/s
33         |         "color_temp_step": [-X...0...X]
34         |     }
35     """
36     KEY_LINKQUALITY = "linkquality"
37     KEY_OUTPUT_0 = "state"
38     KEY_BRIGHTNESS = "brightness"
39     KEY_COLOR_TEMP = "color_temp"
40     KEY_BRIGHTNESS_FADE = "brightness_move"
41     #
42     TX_TYPE = base.TX_DICT
43     TX_FILTER_DATA_KEYS = [KEY_OUTPUT_0, KEY_BRIGHTNESS, KEY_COLOR_TEMP, KEY_BRIGHTNESS_FADE]
44     #
45     RX_KEYS = [KEY_LINKQUALITY, KEY_OUTPUT_0, KEY_BRIGHTNESS, KEY_COLOR_TEMP]
46     RX_IGNORE_KEYS = ['update', 'color_mode', 'color_temp_startup']
47     RX_FILTER_DATA_KEYS = [KEY_OUTPUT_0, KEY_BRIGHTNESS, KEY_COLOR_TEMP]
48
49     def state_logging(self, inst, key, data):
50         if key in [self.KEY_OUTPUT_0, self.KEY_BRIGHTNESS, self.KEY_COLOR_TEMP, self.
51         KEY_BRIGHTNESS_FADE]:
52             self.logger.info("State change of '%s' to '%s'", key, repr(data))
53
54     def __device_to_instance_filter__(self, key, data):
55         if key == self.KEY_BRIGHTNESS:
56             return int(round((data - 1) * 100 / 253, 0))
57         elif key == self.KEY_COLOR_TEMP:
58             return int(round((data - 250) * 10 / 204, 0))
59         return super().__device_to_instance_filter__(key, data)

```

Unittest for smart_brain

```

57
58 def __instance_to_device_filter__(self, key, data):
59     if key == self.KEY_BRIGHTNESS:
60         return int(round(data * 253 / 100 + 1, 0))
61     elif key == self.KEY_COLOR_TEMP:
62         return int(round(data * 204 / 10 + 250, 0))
63     return super().__instance_to_device_filter__(key, data)
64
65 #
66 # RX
67 #
68 @property
69 def output_0(self):
70     """rv: [True, False]"""
71     return self.get(self.KEY_OUTPUT_0, False)
72
73 @property
74 def linkquality(self):
75     """rv: numeric value"""
76     return self.get(self.KEY_LINKQUALITY, 0)
77
78 @property
79 def brightness(self):
80     """rv: numeric value [0%, ..., 100%]"""
81     return self.get(self.KEY_BRIGHTNESS, 0)
82
83 @property
84 def color_temp(self):
85     """rv: numeric value [0, ..., 10]"""
86     return self.get(self.KEY_COLOR_TEMP, 0)
87
88 #
89 # TX
90 #
91 def request_data(self, device=None, key=None, data=None):
92     self.mqtt_client.send(self.topic + "/get", '{"%s": ""}' % self.KEY_OUTPUT_0)
93
94 def set_output_0(self, state):
95     """state: [True, False]"""
96     self.send_command(self.KEY_OUTPUT_0, state)
97
98 def set_output_0_mcb(self, device, key, data):
99     self.set_output_0(data)
100
101 def toggle_output_0_mcb(self, device, key, data):
102     self.set_output_0(not self.output_0)
103
104 def set_brightness(self, brightness):
105     """brightness: [0, ..., 100]"""
106     self.send_command(self.KEY_BRIGHTNESS, brightness)
107
108 def set_brightness_mcb(self, device, key, data):
109     self.set_brightness(data)
110
111 def default_inc(self, speed=40):
112     self.send_command(self.KEY_BRIGHTNESS_FADE, speed)
113
114 def default_dec(self, speed=-40):
115     self.default_inc(speed)
116
117 def default_stop(self):
118     self.default_inc(0)
119
120 def set_color_temp(self, color_temp):

```

Unittest for smart_brain

```

121     """color_temp: [0, ..., 10]"""
122     self.send_command(self.KEY_COLOR_TEMP, color_temp)
123     self.mqtt_client.send('/'.join([self.topic, self.TX_TOPIC]), '{"color_temp_startup": "
previous"}')
124
125     def set_color_temp_mcb(self, device, key, data):
126         self.set_color_temp(data)
127
128     def __all_off__(self):
129         if self.output_0:
130             self.set_output_0(False)
131
132
133 class tradfri_button(base):
134     """ Communication (MQTT)
135
136     tradfri_button {
137         "action": [
138             "arrow_left_click",
139             "arrow_left_hold",
140             "arrow_left_release",
141             "arrow_right_click",
142             "arrow_right_hold",
143             "arrow_right_release",
144             "brightness_down_click",
145             "brightness_down_hold",
146             "brightness_down_release",
147             "brightness_up_click",
148             "brightness_up_hold",
149             "brightness_up_release",
150             "toggle"
151         ]
152         "action_duration": [0...] s
153         "battery": [0...100] %
154         "linkquality": [0...255] lqi
155         "update": []
156     }
157
158     """
159     ACTION_TOGGLE = "toggle"
160     ACTION_BRIGHTNESS_UP = "brightness_up_click"
161     ACTION_BRIGHTNESS_DOWN = "brightness_down_click"
162     ACTION_RIGHT = "arrow_right_click"
163     ACTION_LEFT = "arrow_left_click"
164     ACTION_BRIGHTNESS_UP_LONG = "brightness_up_hold"
165     ACTION_BRIGHTNESS_UP_RELEASE = "brightness_up_release"
166     ACTION_BRIGHTNESS_DOWN_LONG = "brightness_down_hold"
167     ACTION_BRIGHTNESS_DOWN_RELEASE = "brightness_down_release"
168     ACTION_RIGHT_LONG = "arrow_right_hold"
169     ACTION_RIGHT_RELEASE = "arrow_right_release"
170     ACTION_LEFT_LONG = "arrow_left_hold"
171     ACTION_LEFT_RELEASE = "arrow_left_release"
172
173     #
174     KEY_LINKQUALITY = "linkquality"
175     KEY_BATTERY = "battery"
176     KEY_ACTION = "action"
177     KEY_ACTION_DURATION = "action_duration"
178
179     #
180     RX_KEYS = [KEY_LINKQUALITY, KEY_BATTERY, KEY_ACTION]
181     RX_IGNORE_KEYS = ['update', KEY_ACTION_DURATION]
182
183     def __init__(self, mqtt_client, topic):
184         super().__init__(mqtt_client, topic)

```

Unittest for smart_brain

```
182
183     def __state_logging__(self, inst, key, data):
184         if key in [self.KEY_ACTION]:
185             self.logger.info("Input '%s' with '%s'", key, repr(data))
186
187         #
188         # RX
189         #
190     @property
191     def action(self):
192         """rv: action_txt"""
193         return self.get(self.KEY_ACTION)
```

B.4.9 smart_devices.videv.py

The line coverage for smart_devices.videv.py was 90.5%

The branch coverage for smart_devices.videv.py was 45.2%

```
1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4 """
5 Virtual Device(s)
6
7 Targets:
8 * MQTT-Interface to control joined devices as one virtual device
9 * Primary signal routing
10 * No functionality should be implemented here
11 """
12
13 from .base import videv_base
14 import logging
15
16
17 try:
18     from config import APP_NAME as ROOT_LOGGER_NAME
19 except ImportError:
20     ROOT_LOGGER_NAME = 'root'
21 logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)
22
23
24 class videv_pure_switch(videv_base):
25     KEY_STATE = 'state'
26
27     def __init__(self, mqtt_client, topic):
28         super().__init__(mqtt_client, topic)
29         self[self.KEY_STATE] = False
30         #
31         self.mqtt_client.add_callback(self.topic + '/state/set', self.__state__)
32
33     def __state__(self, mqtt_client, userdata, message):
34         self.set(self.KEY_STATE, message.payload == b'true')
35         self.__tx__(self.KEY_STATE, message.payload == b'true')
36
37
38 class videv_switching(videv_base):
39     KEY_STATE = 'state'
40
41     def __init__(self, mqtt_client, topic):
42         super().__init__(mqtt_client, topic)
```

Unittest for smart_brain

```
43
44     def connect_sw_device(self, sw_device, sw_key):
45         self.add_routing(self.KEY_STATE, sw_device, sw_key)
46
47
48     class videv_switching_timer(videv_switching):
49         KEY_TIMER = 'timer'
50
51     def __init__(self, mqtt_client, topic):
52         super().__init__(mqtt_client, topic)
53
54     def connect_tm_device(self, tm_device, tm_key):
55         self.add_display(self.KEY_TIMER, tm_device, tm_key)
56
57
58     class videv_switching_motion(videv_switching):
59         KEY_STATE = 'state'
60         #
61         KEY_TIMER = 'timer'
62         KEY_MOTION_SENSOR = 'motion_%d'
63
64     def __init__(self, mqtt_client, topic):
65         super().__init__(mqtt_client, topic)
66
67     def connect_mo_function(self, mo_function):
68         self.add_display(self.KEY_TIMER, mo_function, mo_function.KEY_TIMER)
69         # motion sensor state
70         for index, motion_sensor in enumerate(mo_function.motion_sensors):
71             self.add_display(self.KEY_MOTION_SENSOR % index, motion_sensor, motion_sensor.
KEY_OCCUPANCY)
72
73
74     class videv_switch_brightness(videv_switching):
75         KEY_BRIGHTNESS = 'brightness'
76
77     def __init__(self, mqtt_client, topic):
78         super().__init__(mqtt_client, topic)
79
80     def connect_br_device(self, br_device, br_key):
81         self.add_routing(self.KEY_BRIGHTNESS, br_device, br_key)
82
83
84     class videv_switch_brightness_color_temp(videv_switch_brightness):
85         KEY_COLOR_TEMP = 'color_temp'
86
87     def __init__(self, mqtt_client, topic):
88         super().__init__(mqtt_client, topic)
89
90     def connect_ct_device(self, ct_device, ct_key):
91         self.add_routing(self.KEY_COLOR_TEMP, ct_device, ct_key)
92
93
94     class videv_heating(videv_base):
95         KEY_USER_TEMPERATURE_SETPOINT = 'user_temperature_setpoint'
96         KEY_VALVE_TEMPERATURE_SETPOINT = 'valve_temperature_setpoint'
97         KEY_AWAY_MODE = 'away_mode'
98         KEY_SUMMER_MODE = 'summer_mode'
99         KEY_START_BOOST = 'start_boost'
100        KEY_SET_DEFAULT_TEMPERATURE = 'set_default_temperature'
101        KEY_BOOST_TIMER = 'boost_timer'
102        #
103        KEY_TEMPERATURE = 'temperature'
104
```

Unittest for smart_brain

```

105     def __init__(self, mqtt_client, topic):
106         super().__init__(mqtt_client, topic)
107
108     def connect_heating_function(self, heating_function):
109         #
110         self.add_routing(self.KEY_USER_TEMPERATURE_SETPOINT, heating_function, heating_function.
KEY_USER_TEMPERATURE_SETPOINT)
111         self.add_routing(self.KEY_AWAY_MODE, heating_function, heating_function.KEY_AWAY_MODE)
112         self.add_routing(self.KEY_SUMMER_MODE, heating_function, heating_function.KEY_SUMMER_MODE
)
113         #
114         self.add_control(self.KEY_START_BOOST, heating_function, heating_function.KEY_START_BOOST
, False)
115         self.add_control(self.KEY_SET_DEFAULT_TEMPERATURE, heating_function, heating_function.
KEY_SET_DEFAULT_TEMPERATURE, False)
116         #
117         self.add_display(self.KEY_VALVE_TEMPERATURE_SETPOINT, heating_function, heating_function.
KEY_TEMPERATURE_SETPOINT)
118         self.add_display(self.KEY_BOOST_TIMER, heating_function, heating_function.KEY_BOOST_TIMER
)
119         self.add_display(self.KEY_TEMPERATURE, heating_function, heating_function.
KEY_TEMPERATURE_CURRENT, False)
120
121
122     class videv_multistate(videv_base):
123         KEY_STATE = 'state_%d'
124
125     def __init__(self, mqtt_client, topic):
126         super().__init__(mqtt_client, topic)
127
128     def connect_br_function(self, device, key_for_device, num_states):
129         self.num_states = num_states
130         # send default values
131         for i in range(0, num_states):
132             self.__tx__(self.KEY_STATE % i, False)
133         #
134         device.add_callback(key_for_device, None, self.__index_rx__, True)
135
136     def __index_rx__(self, device, key, data):
137         for i in range(0, self.num_states):
138             self.__tx__(self.KEY_STATE % i, i == data)
139
140
141     class videv_audio_player(videv_base):
142         KEY_ACTIVE_PLAYER = 'player_%d'
143         KEY_TITLE = 'title'
144         NO_TITLE = '___'
145
146     def __init__(self, mqtt_client, topic):
147         super().__init__(mqtt_client, topic)
148         self.__device_cnt__ = 0
149
150     def connect_audio_device(self, device):
151         self.add_display(self.KEY_ACTIVE_PLAYER % self.__device_cnt__, device, device.KEY_STATE)
152         device.add_callback(device.KEY_TITLE, None, self.__title_rx__, True)
153         self.__device_cnt__ += 1
154
155     def __title_rx__(self, device, key, data):
156         self.__tx__(self.KEY_TITLE, data or self.NO_TITLE)
157
158

```


Unittest for smart_brain

```

159 class videv_all_off(videv_base):
160     def __init__(self, mqtt_client, topic):
161         super().__init__(mqtt_client, topic)
162         # init __inst_dict__
163         self.__inst_dict__ = {}
164
165     def connect_room_collection(self, room_collection):
166         self.__add_instances__("all", room_collection)
167         # register mqtt callbacks for all my keys
168         for key in self.__inst_dict__:
169             all_off_topic = "/" + self.topic + key
170             logger.info("Addin all_off callback with topic %s", repr(all_off_topic))
171             self.mqtt_client.add_callback(all_off_topic, self.rx_all_off)
172
173     def __check_inst_capabilities__(self, name, inst):
174         if hasattr(inst, "ADD_TO_VIDEOV_ALL_OFF"):
175             # fits to specified classes
176             try:
177                 # all_off method is callable
178                 return callable(inst.all_off)
179             except AttributeError:
180                 # all_off method does not exist
181                 return False
182         return False
183
184     def __add_instances__(self, name, inst, level=0):
185         if self.__check_inst_capabilities__(name, inst):
186             # add given instance to my __inst_dict__
187             self.__inst_dict__[name] = inst
188             # iterate over all attribute names of instance
189             for sub_name in dir(inst):
190                 # attribute name is not private
191                 if not sub_name.startswith("__"):
192                     sub = getattr(inst, sub_name)
193                     # recurse with this object
194                     if level == 0:
195                         self.__add_instances__(sub_name, sub, level=level+1)
196                     else:
197                         self.__add_instances__(name + "/" + sub_name, sub, level=level+1)
198
199     def rx_all_off(self, client, userdata, message):
200         key = message.topic[len(self.topic) + 1:]
201         try:
202             self.__inst_dict__[key].all_off()
203         except:
204             logger.exception("Failed to switch of %s", repr(key))

```