Unittest for smart_brain

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1 Test Information

1.1 Test Candidate Information

Library Information	
Name	smart_brain
Version	1.4.0
Git URL	https://git.mount-mockery.de/smarthome/smart_brain.git
Git REF	c7c0813e0b4558a348263232679b5dbd5755d9af

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	53.227s

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	94.7%	88.9%
devices.__init__.py	94.7%	
function	83.2%	40.5%
function.__init__.py	87.3%	
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	75.5%	
function.rooms.py	30.4%	
function.stairway.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:	2025-08-30 16:02:54,814
Finished-Time:	2025-08-30 16:02:55,315
Time-Consumption	0.501s

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:	2025-08-30 16:02:55,315
Finished-Time:	2025-08-30 16:02:55,620
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:02:55,620

Finished-Time:	2025-08-30 16:02:55,925
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:02:55,925
Finished-Time:	2025-08-30 16:02:56,230
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:02:56,230
Finished-Time:	2025-08-30 16:02:56,538
Time-Consumption	0.308s

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:	2025-08-30 16:02:56,539
Finished-Time:	2025-08-30 16:02:56,842
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:02:56,843
Finished-Time:	2025-08-30 16:02:57,147
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:02:57,148
Finished-Time:	2025-08-30 16:02:57,453
Time-Consumption	0.306s

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:	2025-08-30 16:02:57,454
Finished-Time:	2025-08-30 16:02:58,269
Time-Consumption	0.815s

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:	2025-08-30 16:02:58,270
Finished-Time:	2025-08-30 16:02:59,084
Time-Consumption	0.814s

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:	2025-08-30 16:02:59,084

Finished-Time:	2025-08-30 16:02:59,897
Time-Consumption	0.813s

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:	2025-08-30 16:02:59,897
Finished-Time:	2025-08-30 16:03:00,710
Time-Consumption	0.813s

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:	2025-08-30 16:03:00,711
Finished-Time:	2025-08-30 16:03:01,523
Time-Consumption	0.812s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:01,523
Finished-Time:	2025-08-30 16:03:02,344
Time-Consumption	0.820s

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:	2025-08-30 16:03:02,344
Finished-Time:	2025-08-30 16:03:03,159
Time-Consumption	0.815s

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:	2025-08-30 16:03:03,159
Finished-Time:	2025-08-30 16:03:03,983
Time-Consumption	0.824s

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_

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:	2025-08-30 16:03:03,983
Finished-Time:	2025-08-30 16:03:04,490
Time-Consumption	0.507s

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:	2025-08-30 16:03:04,491
Finished-Time:	2025-08-30 16:03:04,795
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:04,795
Finished-Time:	2025-08-30 16:03:05,099
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:05,100
Finished-Time:	2025-08-30 16:03:05,403
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:05,404
Finished-Time:	2025-08-30 16:03:05,708
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:05,708
Finished-Time:	2025-08-30 16:03:06,012
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:06,013
Finished-Time:	2025-08-30 16:03:06,318
Time-Consumption	0.305s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:06,318
Finished-Time:	2025-08-30 16:03:07,134
Time-Consumption	0.816s

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:	2025-08-30 16:03:07,135
Finished-Time:	2025-08-30 16:03:07,948
Time-Consumption	0.813s

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:	2025-08-30 16:03:07,949
Finished-Time:	2025-08-30 16:03:08,761
Time-Consumption	0.812s

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:	2025-08-30 16:03:08,762
Finished-Time:	2025-08-30 16:03:09,574
Time-Consumption	0.813s

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:	2025-08-30 16:03:09,575
Finished-Time:	2025-08-30 16:03:10,387
Time-Consumption	0.813s

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:	2025-08-30 16:03:10,388
Finished-Time:	2025-08-30 16:03:11,201
Time-Consumption	0.814s

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:	2025-08-30 16:03:11,202
Finished-Time:	2025-08-30 16:03:11,709
Time-Consumption	0.507s

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:	2025-08-30 16:03:11,710
Finished-Time:	2025-08-30 16:03:12,014
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:12,014
Finished-Time:	2025-08-30 16:03:12,318
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:12,318
Finished-Time:	2025-08-30 16:03:12,621
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:12,621
Finished-Time:	2025-08-30 16:03:12,925
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:12,925
Finished-Time:	2025-08-30 16:03:13,229
Time-Consumption	0.304s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:13,229
Finished-Time:	2025-08-30 16:03:13,532
Time-Consumption	0.303s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:13,533
Finished-Time:	2025-08-30 16:03:13,837
Time-Consumption	0.304s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:13,837
Finished-Time:	2025-08-30 16:03:14,149
Time-Consumption	0.312s

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:	2025-08-30 16:03:14,149
Finished-Time:	2025-08-30 16:03:14,453
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:14,453
Finished-Time:	2025-08-30 16:03:14,757
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:14,758
Finished-Time:	2025-08-30 16:03:15,061
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:15,062
Finished-Time:	2025-08-30 16:03:15,567
Time-Consumption	0.506s

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:	2025-08-30 16:03:15,568
Finished-Time:	2025-08-30 16:03:15,871
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:15,871
Finished-Time:	2025-08-30 16:03:16,176
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:16,176
Finished-Time:	2025-08-30 16:03:16,480
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:16,480
Finished-Time:	2025-08-30 16:03:16,784
Time-Consumption	0.304s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:16,784
Finished-Time:	2025-08-30 16:03:17,595
Time-Consumption	0.810s

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:	2025-08-30 16:03:17,595
Finished-Time:	2025-08-30 16:03:18,406
Time-Consumption	0.811s

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:	2025-08-30 16:03:18,406
Finished-Time:	2025-08-30 16:03:19,218
Time-Consumption	0.811s

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:	2025-08-30 16:03:19,218
Finished-Time:	2025-08-30 16:03:20,030
Time-Consumption	0.812s

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

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:	2025-08-30 16:03:20,031
Finished-Time:	2025-08-30 16:03:20,537
Time-Consumption	0.507s

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:	2025-08-30 16:03:20,538
Finished-Time:	2025-08-30 16:03:20,841
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:20,841
Finished-Time:	2025-08-30 16:03:21,145
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Shelly.relay/0 (ffw.sleep.main_light) to True
Success	Value for 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:	2025-08-30 16:03:21,145
Finished-Time:	2025-08-30 16:03:21,952
Time-Consumption	0.808s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:21,953
Finished-Time:	2025-08-30 16:03:22,763
Time-Consumption	0.810s

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:	2025-08-30 16:03:22,764

Finished-Time:	2025-08-30 16:03:23,271
Time-Consumption	0.507s

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:	2025-08-30 16:03:23,271
Finished-Time:	2025-08-30 16:03:23,575
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:23,576

Finished-Time:	2025-08-30 16:03:23,881
Time-Consumption	0.306s

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:	2025-08-30 16:03:23,882
Finished-Time:	2025-08-30 16:03:24,694
Time-Consumption	0.812s

Testsummary:	
Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:24,694
Finished-Time:	2025-08-30 16:03:25,506
Time-Consumption	0.812s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).
Info	Setting state of Light.brightness (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:	2025-08-30 16:03:25,506
Finished-Time:	2025-08-30 16:03:26,320
Time-Consumption	0.814s

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:	2025-08-30 16:03:26,320
Finished-Time:	2025-08-30 16:03:27,134
Time-Consumption	0.814s

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:	2025-08-30 16:03:27,134
Finished-Time:	2025-08-30 16:03:27,641
Time-Consumption	0.507s

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:	2025-08-30 16:03:27,642
Finished-Time:	2025-08-30 16:03:27,946
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:27,946
Finished-Time:	2025-08-30 16:03:28,250
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:28,251
Finished-Time:	2025-08-30 16:03:28,758
Time-Consumption	0.508s

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:	2025-08-30 16:03:28,759
Finished-Time:	2025-08-30 16:03:29,063
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:29,063
Finished-Time:	2025-08-30 16:03:29,368
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:29,369
Finished-Time:	2025-08-30 16:03:29,674
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:29,674
Finished-Time:	2025-08-30 16:03:29,979
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:29,980
Finished-Time:	2025-08-30 16:03:30,284
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:30,284
Finished-Time:	2025-08-30 16:03:30,588
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:30,589
Finished-Time:	2025-08-30 16:03:30,893
Time-Consumption	0.304s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:30,893
Finished-Time:	2025-08-30 16:03:31,197
Time-Consumption	0.304s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:31,198
Finished-Time:	2025-08-30 16:03:31,503
Time-Consumption	0.305s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:31,503
Finished-Time:	2025-08-30 16:03:31,808
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:31,808
Finished-Time:	2025-08-30 16:03:32,112
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:32,113
Finished-Time:	2025-08-30 16:03:32,418
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:32,418
Finished-Time:	2025-08-30 16:03:32,722
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:32,722
Finished-Time:	2025-08-30 16:03:33,027
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:33,027
Finished-Time:	2025-08-30 16:03:33,332
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:33,332
Finished-Time:	2025-08-30 16:03:33,636
Time-Consumption	0.304s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:33,637
Finished-Time:	2025-08-30 16:03:33,942
Time-Consumption	0.305s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:33,942
Finished-Time:	2025-08-30 16:03:34,246
Time-Consumption	0.304s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:34,247
Finished-Time:	2025-08-30 16:03:34,551
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:34,551
Finished-Time:	2025-08-30 16:03:35,365
Time-Consumption	0.814s

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:	2025-08-30 16:03:35,366
Finished-Time:	2025-08-30 16:03:36,180
Time-Consumption	0.814s

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:	2025-08-30 16:03:36,180
Finished-Time:	2025-08-30 16:03:36,994
Time-Consumption	0.813s

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:	2025-08-30 16:03:36,994
Finished-Time:	2025-08-30 16:03:37,807
Time-Consumption	0.813s

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:	2025-08-30 16:03:37,807
Finished-Time:	2025-08-30 16:03:38,620
Time-Consumption	0.813s

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:	2025-08-30 16:03:38,620
Finished-Time:	2025-08-30 16:03:39,434
Time-Consumption	0.814s

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:	2025-08-30 16:03:39,435
Finished-Time:	2025-08-30 16:03:40,247
Time-Consumption	0.813s

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:	2025-08-30 16:03:40,248
Finished-Time:	2025-08-30 16:03:41,060
Time-Consumption	0.813s

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:	2025-08-30 16:03:41,061
Finished-Time:	2025-08-30 16:03:41,568
Time-Consumption	0.507s

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:	2025-08-30 16:03:41,568
Finished-Time:	2025-08-30 16:03:41,872
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:41,872
Finished-Time:	2025-08-30 16:03:42,177
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:42,178
Finished-Time:	2025-08-30 16:03:42,482
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:42,482
Finished-Time:	2025-08-30 16:03:42,788
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Light.state (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:	2025-08-30 16:03:42,788
Finished-Time:	2025-08-30 16:03:43,093
Time-Consumption	0.305s

Testsummary:

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

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:	2025-08-30 16:03:43,093
Finished-Time:	2025-08-30 16:03:43,602
Time-Consumption	0.509s

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:	2025-08-30 16:03:43,602
Finished-Time:	2025-08-30 16:03:43,907
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:43,907
Finished-Time:	2025-08-30 16:03:44,213
Time-Consumption	0.306s

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:	2025-08-30 16:03:44,214
Finished-Time:	2025-08-30 16:03:45,029
Time-Consumption	0.815s

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:	2025-08-30 16:03:45,029
Finished-Time:	2025-08-30 16:03:45,846
Time-Consumption	0.816s

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:	2025-08-30 16:03:45,846

Finished-Time:	2025-08-30 16:03:46,660
Time-Consumption	0.814s

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:	2025-08-30 16:03:46,660
Finished-Time:	2025-08-30 16:03:47,475
Time-Consumption	0.815s

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:	2025-08-30 16:03:47,476
Finished-Time:	2025-08-30 16:03:47,780
Time-Consumption	0.304s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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:	2025-08-30 16:03:47,780
Finished-Time:	2025-08-30 16:03:48,085
Time-Consumption	0.305s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of 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 my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'false'
Received message with topic videv/ffe/floor/main_light/state and payload b'false'
Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "off"}'
Received message with topic zigbee_gfw/gfw/dirk/heating_valve and payload
↪  b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'off'
Received message with topic shellies/gfw/floor/main_light/relay/1 and payload b'off'
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'off'
Received message with topic shellies/gfw/marion/main_light/relay/1 and payload b'off'
Received message with topic zigbee_gfw/gfw/marion/heating_valve and payload
↪  b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'off'
Received message with topic shellies/stw/firstfloor/main_light/relay/1 and payload b'off'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'
Received message with topic __info__ and payload b'null'
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'
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 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 videv/ffw/livingroom/main_light/state and payload b'false'
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 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'
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 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 videv/stw/stairway/main_light/state and payload b'false'
Received message with topic __info__ and payload b'{"app_name": "smart_brain", "version":
↪  {"readable": "1.4.0", "major": 1, "minor": 4, "patch": 0}, "git": {"url":
↪  "https://git.mount-mockery.de/smarthome/smart_brain.git", "ref":
↪  "c7c0813e0b4558a348263232679b5dbd5755d9af"}}'
```

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
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'
```

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 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 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 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 shellies/ffe/livingroom/main_light/relay/0 and payload b'off'
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 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}'
```

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 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"}'
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
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'>)
```

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}'
```

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/floorlamp/state and payload b'true'
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'
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
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
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
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"brightness": 254}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪  b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪  b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'100'
```

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
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'>)
```

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}'
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'>)
```

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_2/set and payload
↪  b'{"color_temp": 454}'
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_1 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪  b'{"color_temp": 454}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪  b'{"color_temp": 454}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'10'
```

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

```
Result (Start state (master, slave)): (10, 10) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (10, 10) (<class 'tuple'>)
```

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'>)
```

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

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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"}'
```

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 videv/ffe/diningroom/floorlamp/state and payload b'true'
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'
```

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
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"}'
```

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/floorlamp/state and payload b'false'
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"}'
```

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/floorlamp/state and payload b'true'
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"}'
```

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
Received message with topic videv/ffe/diningroom/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 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'>)
```

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'
```

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

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

Info	Setting state of 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/main_light/relay/0 and payload b'on'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'
Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0/command and payload
↪  b'off'
Sending message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload off
Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'off'
```

Success	Value for Shelly.relay/0 (ffe.kitchen.circulation_pump) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for Shelly.relay/0 (ffe.kitchen.circulation_pump)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffe.kitchen.circulation_pump)): result = False (<class
↪  'bool'>)
```

A.1.41 Shelly.relay/0 (ffe.kitchen.circulation_pump) → 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
Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'0'
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'
```

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

```
Result (Start state (master, slave)): (False, False) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (False, False) (<class 'tuple'>)
```

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

```
Sending message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload on
```

```
Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'on'
Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'600'
Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload off
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'true'
Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'
```

Success	Value for 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}'
```

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}'
Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload on
```

```
Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'on'
```

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

```
Result (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): 20 (<class 'int'>)
```

```
Expectation (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): result = 20
↪  (<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 videv/ffe/kitchen/main_light/state and payload b'true'
```

```
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'
```

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
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
↪  b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
```

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'>)
```

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'>)
```

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'>)
```

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

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}'
```

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/state and payload b'true'
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'
```

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/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 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/window_light/state and payload b'false'
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}'
```

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'>)
```

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/window_light/state and payload b'true'
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 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'>)
```

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/window_light/state and payload b'false'
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}'
```

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 videv/ffw/sleep/window_light/state and payload b'true'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"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 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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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}'
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 25}'
```

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}'
```

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}
```

```
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'>)
```

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'>)
```

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'>)
```

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'
```

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 videv/gfw/dirk/amplifier/state and payload b'true'
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'
```

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
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'
```

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/amplifier/state and payload b'false'
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'
```

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/amplifier/state and payload b'true'
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'
```

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
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 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'
```

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 videv/gfw/dirk/amplifier/state and payload b'true'
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'
```

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 videv/gfw/dirk/amplifier/state and payload b'true'
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'
```

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
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'
```

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/amplifier/state and payload b'false'
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'
```

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/amplifier/state and payload b'true'
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'
```

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

```
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.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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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'>)
```

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}'
```

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/state and payload b'true'
Received message with topic videv/gfw/marion/window_light/brightness and payload b'50'
Received message with topic videv/gfw/marion/window_light/color_temp and payload b'5'
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'
```

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/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	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/window_light/state and payload b'false'
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}'
```

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/window_light/state and payload b'true'
```

```
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 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
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 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_val

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'>)
```

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'>)
```

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
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
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_2/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 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}'
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'>)
```

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'>)
```

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'>)
```

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/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%

```

```

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%

```
import config
from .topic import get_topic
import logging
#
from devdi import topic as props
from mqtt import mqtt_client
"""
In this module we initialse the smartzhome devices for all rooms.
These rooms can be used in the different project for smarthome.

The device names in the room classes follow this definition:
    switch_main_light
    light_main_light
    motion_main_light_xx (xx: gf, ff)
    videv_main_light

    switch_desk_light
    light_desk_light
    videv_desk_light

    switch_floor_light
    light_floor_light
    videv_floor_light

    switch_window_light
    light_window_light
    videv_window_light

    switch_wardrobe_light
    light_wardrobe_light
    videv_wardrobe_light

    switch_bed_dirk_light
    light_bed_dirk_light
    videv_bed_dirk_light

```

```
    switch_bed_marion_light
    light_bed_marion_light
    videv_bed_marion_light

    switch_window_light
    light_window_light
    videv_window_light

    switch_garland_light
    videv_garland_light

    switch_repeater
    videv_repeater

    switch_xmas_tree_light
    videv_xmas_tree_light

    switch_xmas_star_light
    videv_xmas_star_light

    switch_circulation_pump
    videv_circulation_pump

    switch_powerplug_4
    videv_amplifier
    videv_cd_player
    videv_bluetooth
    videv_phono

    switch_pc_dock
    videv_pc_dock

    remote_ctrl
    audio_status_spotify
    audio_status_mpd
    audio_status_bluetooth


    valve_heating
    ambient_info
    videv_heating

    videv_multistate
    videv_mode

    input_device


The following devices are already in use and have to be defined in devices.xxx
"""
from devices import group

from devices import shelly_sw1
from devices import hue_sw_br_ct
from devices import tradfri_sw
from devices import tradfri_sw_br
from devices import tradfri_sw_br_ct
from devices import tradfri_button
from devices import livarno_sw_br_ct
from devices import brennenstuhl_heatingvalve
from devices import silvercrest_powerplug
```

```
from devices import silvercrest_motion_sensor
from devices import my_powerplug
from devices import audio_status
from devices import remote
from devices import my_ambient
#
from devices import videv_sw
from devices import videv_sw_br
from devices import videv_sw_br_ct
from devices import videv_sw_tm
from devices import videv_sw_mo
from devices import videv_hea
from devices import videv_pure_switch
from devices import videv_multistate
from devices import videv_audio_player
#
#
try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class base_room(object):
    def __get_group__(self, class_type, mqtt_client, stg, loc, roo, fun, num):
        dg = []
        topic = get_topic(stg, loc, roo, fun)
        for i in range(1, num + 1):
            device_topic = topic + '_%d' % i
            dg.append(class_type(mqtt_client, device_topic))
        this_device = group(*dg)
        return this_device


#
# FFE
    ##############################################################################################
#
class ffe_floor(base_room):
    def __init__(self, mqtt_client: mqtt_client):
        loc = props.LOC_FFE
        roo = props.ROO_FLO
        #
        # http://shelly1l-3C6105E4E629
        self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
        self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_MAL))


class ffe_diningroom(base_room):
    def __init__(self, mqtt_client: mqtt_client):
        loc = props.LOC_FFE
        roo = props.ROO_DIN
        #
        # http://shelly1l-84CCA8ADD055
        self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
        self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_MAL))

```

```
155         self.switch_floor_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZFE, loc
    , roo, props.FUN_FLL))
156         self.videv_floor_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_FLL))
157 
158         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc,
     roo, props.FUN_HEA))
159         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_HEA))
160 
161         if config.CHRISTMAS:
162             self.switch_garland_light = silvercrest_powerplug(mqtt_client, get_topic(props.
    STG_ZFE, loc, roo, props.FUN_GAR))
163             self.videv_garland_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_GAR))
164 
165 
166 class ffe_kitchen(base_room):
167     def __init__(self, mqtt_client: mqtt_client):
168         loc = props.LOC_FFE
169         roo = props.ROO_KIT
170         #
171         # http://shelly1l-8CAAB5616C01
172         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
173         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)
174         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_MAL))
175 
176         # http://shelly1-e89f6d85a466
177         self.switch_circulation_pump = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo,
     props.FUN_CIR))
178         self.videv_circulation_pump = videv_sw_tm(mqtt_client, get_topic(props.STG_VDE, loc, roo,
     props.FUN_CIR))
179 
180         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc,
     roo, props.FUN_HEA))
181         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_HEA))
182 
183 
184 class ffe_livingroom(base_room):
185     def __init__(self, mqtt_client: mqtt_client):
186         loc = props.LOC_FFE
187         roo = props.ROO_LIV
188         #
189         # http://shelly1l-3C6105E3F910
190         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
191         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFE, loc, roo,
    props.FUN_MAL))
192         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_MAL))
193 
194         self.light_floor_light: tradfri_sw_br_ct = self.__get_group__(tradfri_sw_br_ct,
    mqtt_client, props.STG_ZFE, loc, roo, props.FUN_FLL, 6)
195         self.videv_floor_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_FLL))
196 
```

```
197         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_HEA))
198         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_HEA))
199
200         self.ambient_info = my_ambient(mqtt_client, get_topic(props.STG_MYA, loc, roo, props.FUN_AMB))
201
202         if config.CHRISTMAS:
203             self.switch_xmas_tree_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_XTR))
204             self.videv_xmas_tree_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_XTR))
205
206             self.switch_xmas_star_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_XST))
207             self.videv_xmas_star_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_XST))
208
209
210 class ffe_sleep(base_room):
211     def __init__(self, mqtt_client: mqtt_client):
212         loc = props.LOC_FFE
213         roo = props.ROO_SLP
214         #
215         # http://shelly1l-E8DB84A254C7
216         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props.FUN_MAL))
217         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_MAL))
218         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_MAL))
219
220         self.input_device = tradfri_button(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_INP))
221
222         self.light_bed_dirk_light = tradfri_sw_br(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_BLD))
223         self.videv_bed_dirk_light = videv_sw_br(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_BLD))
224
225         self.switch_bed_marion_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_BLM))
226         self.videv_bed_marion_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_BLM))
227
228         self.light_wardrobe_light = tradfri_sw_br(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_WLI))
229         self.videv_wardrobe_light = videv_sw_br(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_WLI))
230
231         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFE, loc, roo, props.FUN_HEA))
232         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_HEA))
233
234         self.videv_multistate = videv_multistate(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_VMS))
235
236
237 #
238 # FFW ############################################################################################
239 #
```

```
240 class ffw_bath(base_room):
241     def __init__(self, mqtt_client: mqtt_client):
242         loc = props.LOC_FFW
243         roo = props.ROO_BAT
244         #
245         # http://shelly1-58BF25D84219
246         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
247         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_MAL))
248 
249         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc,
     roo, props.FUN_HEA))
250         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_HEA))
251 
252 
253 class ffw_floor(base_room):
254     def __init__(self, mqtt_client: mqtt_client):
255         loc = props.LOC_FFW
256         roo = props.ROO_FLO
257         #
258         # http://shelly1-58BF25D848EA
259         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
260         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_MAL))
261 
262 
263 class ffw_julian(base_room):
264     def __init__(self, mqtt_client: mqtt_client):
265         loc = props.LOC_FFW
266         roo = props.ROO_JUL
267         #
268         # http://shelly1l-3C6105E43452
269         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
270         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFW, loc, roo,
    props.FUN_MAL))
271         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_MAL))
272 
273         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc,
     roo, props.FUN_HEA))
274         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_HEA))
275 
276 
277 class ffw_livingroom(base_room):
278     def __init__(self, mqtt_client: mqtt_client):
279         loc = props.LOC_FFW
280         roo = props.ROO_LIV
281         #
282         # http://shelly1l-84CCA8ACE6A1
283         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
284         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFW, loc, roo,
    props.FUN_MAL))
285         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_MAL))
286 
```

```
287         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc, roo, props.FUN_HEA))
288         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_HEA))
289
290
291 class ffw_sleep(base_room):
292     def __init__(self, mqtt_client: mqtt_client):
293         loc = props.LOC_FFW
294         roo = props.ROO_SLP
295         #
296         # http://shelly1-3494546A51F2
297         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props.FUN_MAL))
298         self.light_main_light = tradfri_sw_br(mqtt_client, get_topic(props.STG_ZFW, loc, roo, props.FUN_MAL))
299         self.videv_main_light = videv_sw_br(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_MAL))
300
301         self.light_window_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZFW, loc, roo, props.FUN_WIL))
302         self.videv_window_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_WIL))
303
304         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZFW, loc, roo, props.FUN_HEA))
305         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_HEA))
306
307
308 #
309 # GAR ########################################################################################
310 #
311 class gar_garden(base_room):
312     def __init__(self, mqtt_client: mqtt_client):
313         loc = props.LOC_GAR
314         roo = props.ROO_GAR
315         #
316         self.switch_garland_light = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZGW, loc, roo, props.FUN_GAR))
317         self.videv_garland_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_GAR))
318
319         self.switch_repeater = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZGW, loc, roo, props.FUN_REP))
320         self.videv_repeater = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_REP))
321
322         self.videv_mode = videv_pure_switch(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_MOD))
323
324
325 #
326 # GFW ########################################################################################
327 #
328 class gfw_dirk(base_room):
329     def __init__(self, mqtt_client: mqtt_client):
330         loc = props.LOC_GFW
331         roo = props.ROO_DIR
```

```
332         #
333         # http://shelly1l-3C6105E44F27
334         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
335         self.light_main_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZGW, loc, roo,
    props.FUN_MAL))
336         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_MAL))
337
338         self.input_device = tradfri_button(mqtt_client, get_topic(props.STG_ZGW, loc, roo, props.
    FUN_INP))
339         self.videv_multistate = videv_multistate(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_VMS))
340
341         self.switch_powerplug_4 = my_powerplug(mqtt_client, get_topic(props.STG_MYA, loc, roo,
    props.FUN_MPP))
342         self.KEY_POWERPLUG_AMPLIFIER = self.switch_powerplug_4.KEY_OUTPUT_0
343         self.KEY_POWERPLUG_PHONO = self.switch_powerplug_4.KEY_OUTPUT_1
344         self.KEY_POWERPLUG_CD_PLAYER = self.switch_powerplug_4.KEY_OUTPUT_2
345         self.KEY_POWERPLUG_BT = self.switch_powerplug_4.KEY_OUTPUT_3
346         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_AMPLIFIER, "amplifier")
347         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_PHONO, "phono")
348         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_CD_PLAYER, "cd-player")
349         self.switch_powerplug_4.set_ch_name(self.KEY_POWERPLUG_BT, "bluetooth")
350
351         self.videv_amplifier = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_AMP))
352         self.videv_cd_player = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_CDP))
353         self.videv_bluetooth = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_BTP))
354         self.videv_phono = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.FUN_PHO
    ))
355
356         self.light_desk_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZGW, loc, roo,
    props.FUN_DEL))
357         self.videv_desk_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_DEL))
358
359         self.switch_pc_dock = silvercrest_powerplug(mqtt_client, get_topic(props.STG_ZGW, loc,
    roo, props.FUN_DCK))
360         self.videv_pc_dock = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_DCK))
361
362         self.remote_ctrl = remote(mqtt_client, get_topic(props.STG_MYA, loc, roo, props.FUN_RCA))
363         self.audio_status_spotify = audio_status(mqtt_client, get_topic(props.STG_MYA, loc, roo,
    props.FUN_ASS))
364         self.audio_status_mpd = audio_status(mqtt_client, get_topic(props.STG_MYA, loc, roo,
    props.FUN_ASM))
365         self.audio_status_bluetooth = audio_status(mqtt_client, get_topic(props.STG_MYA, loc, roo
    , props.FUN_ASB))
366         self.videv_audio_player = videv_audio_player(mqtt_client, get_topic(props.STG_VDE, loc,
    roo, props.FUN_VAU))
367
368         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZGW, loc,
     roo, props.FUN_HEA))
369         self.ambient_info = my_ambient(mqtt_client, get_topic(props.STG_MYA, loc, roo, props.
    FUN_AMB))
370         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_HEA))
371
372
```

```
373 class gfw_floor(base_room):
374     def __init__(self, mqtt_client: mqtt_client):
375         loc = props.LOC_GFW
376         roo = props.ROO_FLO
377         #
378         # http://shelly1l-84CCA8AD1148
379         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
380         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)
381         self.videv_main_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_MAL))
382
383
384 class gfw_marion(base_room):
385     def __init__(self, mqtt_client: mqtt_client):
386         loc = props.LOC_GFW
387         roo = props.ROO_MAR
388         # http://shelly1l-E8DB84A1E067
389         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, roo, props
    .FUN_MAL))
390         self.videv_main_light = videv_sw(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_MAL))
391
392         self.light_window_light = tradfri_sw_br_ct(mqtt_client, get_topic(props.STG_ZGW, loc, roo
    , props.FUN_WIL))
393         self.videv_window_light = videv_sw_br_ct(mqtt_client, get_topic(props.STG_VDE, loc, roo,
    props.FUN_WIL))
394
395         self.valve_heating = brennenstuhl_heatingvalve(mqtt_client, get_topic(props.STG_ZGW, loc,
     roo, props.FUN_HEA))
396         self.videv_heating = videv_hea(mqtt_client, get_topic(props.STG_VDE, loc, roo, props.
    FUN_HEA))
397
398
399 #
400 # STW
    ##############################################################################################
401 #
402 class stairway(base_room):
403     def __init__(self, mqtt_client: mqtt_client):
404         loc = props.LOC_STW
405         #
406         # http://shelly1-3494546A9364
407         self.switch_main_light = shelly_sw1(mqtt_client, get_topic(props.STG_SHE, loc, props.
    ROO_STF, props.FUN_MAL))
408         self.motion_main_light_gf = silvercrest_motion_sensor(mqtt_client, get_topic(props.
    STG_ZGW, loc, props.ROO_STG, props.FUN_MSE))
409         self.motion_main_light_ff = silvercrest_motion_sensor(mqtt_client, get_topic(props.
    STG_ZFE, loc, props.ROO_STF, props.FUN_MSE))
410         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
```

```
STOP_EXECUTION_TOPIC = "TESTRUN_WHILE_DEBUG_ON/STOP_EXECUTION"

#
# Device TYpe definitions
#
DTY_SHY_SW1 = 1
""" Shelly """
DTY_TLI_Sxx = 2
""" Tradfri Light (Switching only) """
DTY_TLI_SBx = 3
""" Tradfri Light (Switching and Brightnes) """
DTY_TLI_SBT = 4
""" Tradfri Light (Switching, Brightnes and Colortemperature) """
DTY_TIN_5xx = 5
""" Tradfri Input Device (5 Buttons) """
DTY_LLI_SBT = 6
""" Livarno Light (Switching, Brightnes and Colortemperature) """
DTY_BVL_xxx = 7
""" Brennenstuhl Heatingvalve """
DTY_SPP_SW1 = 8
""" Silvercrest Powerplug """
DTY_SMS_xxx = 9
""" Silvercrest Motion Sensor """
DTY_MPP_4xx = 10
""" My Powerplug (4 plugs) """
DTY_MAS_xxx = 11
""" My Audio status (MPD) """
DTY_MRE_xxx = 12
""" My Remote control """
DTY_MAM_THP = 13
""" My Ambient Information (Temperature, Humidity, Pressure)"""
DTY_HLI_SBT = 14
""" Hue Light (Switching, Brightnes and Colortemperature) """

#
# Source Transmission Group
#
STG_ZGW = 1
""" Zigbee ground floor west """
STG_ZFW = 2
""" Zigbee first floor west """
STG_ZFE = 3
""" Zigbee first floor east """
STG_SHE = 4
""" Shellies """
STG_MYA = 5
""" My Applications """
STG_VDE = 6
""" Videv Devices """


#
# LOCation
#
LOC_GFW = 1
""" Ground floor west """
LOC_GFE = 2
""" Ground floor east """
LOC_STW = 3
""" Stairway """
LOC_FFW = 4
```

```
64 """ First floor west """
65 LOC_FFE = 5
66 """ First floor east """
67 LOC_STW = 6
68 """ Stairways """
69 LOC_GAR = 7
70
71
72 #
73 # ROOms
74 #
75 ROO_DIN = 1
76 """ Diningroom """
77 ROO_KIT = 2
78 """ Kitchen """
79 ROO_LIV = 3
80 """ Livingroom """
81 ROO_FLO = 4
82 """ Floor """
83 ROO_SLP = 5
84 """ Sleep """
85 ROO_BAT = 6
86 """ Bath """
87 ROO_DIR = 7
88 """ Dirk """
89 ROO_MAR = 8
90 """ Marion """
91 ROO_JUL = 9
92 """ Julian """
93 ROO_STG = 10
94 """ ground floor """
95 ROO_STF = 11
96 """ first floor """
97 ROO_GAR = 12
98 """ garden """
99
100
101 #
102 # FUNctions
103 #
104 FUN_MAL = 1
105 """ Main Light """
106 FUN_DEL = 2
107 """ Desk Light """
108 FUN_FLL = 3
109 """ Floor Light """
110 FUN_BLD = 4
111 """ Bed Light Dirk """
112 FUN_BLM = 5
113 """ Bed Light Marion """
114 FUN_HEA = 6
115 """ Heating """
116 FUN_MPP = 7
117 """ Multiple Powerplugs """
118 FUN_INP = 8
119 """ Input Device """
120 FUN_CIR = 9
121 """ Circulation Pump """
122 FUN_GAR = 10
123 """ Garland """
124 FUN_XTR = 11
```

```
""" X-Mas Tree """
FUN_XST = 12
""" X-Mas Star """
FUN_MSE = 13
""" Motion Sensor """
FUN_RCA = 14
""" Remote Control Amplifier """
FUN_RCC = 15
""" Remote Control CD-Player """
FUN_ASS = 16
""" Audio status spotify """
FUN_ASM = 17
""" Audio status mpd """
FUN_ASB = 18
""" Audio status bluetooth """
FUN_DCK = 19
""" Docking Station """
FUN_AMB = 20
""" Ambient information """
FUN_REP = 21
""" Repeater suppla """
FUN_WLI = 22
""" Warddrobe light """
FUN_WIL = 23
""" Window light """
FUN_AMP = 24
""" Amplifier """
FUN_CDP = 25
""" CD Player """
FUN_BTP = 26
""" Bluetooth """
FUN_PHO = 27
""" Phono """
FUN_VMS = 28
""" Virtual Multi State"""
FUN_MOD = 29
""" Mode """
FUN_VAU = 30
""" Virtual Audio player status """


STG_TOPIC = {
    STG_ZGW: 'zigbee_gfw',
    STG_ZFW: 'zigbee_ffw',
    STG_ZFE: 'zigbee_ffe',
    STG_SHE: 'shellies',
    STG_MYA: 'my_apps',
    STG_VDE: 'videv',
}

LOC_TOPIC = {
    LOC_GFE: 'gfe',
    LOC_GFW: 'gfw',
    LOC_FFE: 'ffe',
    LOC_FFW: 'ffw',
    LOC_GAR: 'gar',
    LOC_STW: 'stw',
}

ROO_TOPIC = {
```

```
    ROO_DIN: 'diningroom',
    ROO_KIT: 'kitchen',
    ROO_LIV: 'livingroom',
    ROO_FLO: 'floor',
    ROO_SLP: 'sleep',
    ROO_BAT: 'bath',
    ROO_DIR: 'dirk',
    ROO_MAR: 'marion',
    ROO_JUL: 'julian',
    ROO_STG: 'groundfloor',
    ROO_STF: 'firstfloor',
    ROO_GAR: 'garden',
}

FUN_TOPIC = {
    FUN_MAL: 'main_light',
    FUN_DEL: 'desk_light',
    FUN_FLL: 'floor_light',
    FUN_BLD: 'bed_light_di',
    FUN_BLM: 'bed_light_ma',
    FUN_HEA: 'heating_valve',
    FUN_MPP: 'powerplug',
    FUN_INP: 'input_device',
    FUN_DCK: 'dock',
    FUN_CIR: 'circulation_pump',
    FUN_GAR: 'garland',
    FUN_XTR: 'xmas-tree',
    FUN_XST: 'xmas-star',
    FUN_MSE: 'motion_sensor',
    FUN_RCA: 'remote_ctrl/RAS5',
    FUN_RCC: 'remote_ctrl/EUR642100',
    FUN_ASS: 'audio_status_spotify',
    FUN_ASM: 'audio_status_mpd',
    FUN_ASB: 'audio_status_bt',
    FUN_AMB: 'ambient',
    FUN_REP: 'repeater',
    FUN_WLI: 'wardrobe_light',
    FUN_WIL: 'window_light',
    FUN_AMP: 'amplifier',
    FUN_CDP: 'cd_player',
    FUN_BTP: 'bt',
    FUN_PHO: 'phono',
    FUN_VMS: 'active_brightness_device',
    FUN_MOD: 'mode',
    FUN_VAU: 'audio_player'
}


def get_topic(stg, loc, roo, fun):
    stg_topic = STG_TOPIC[stg]
    loc_topic = LOC_TOPIC[loc]
    roo_topic = ROO_TOPIC[roo]
    fun_topic = FUN_TOPIC[fun]
    s = '/'.join([stg_topic, loc_topic, roo_topic, fun_topic])
    # TODO: /!\ Changed TOPIC in VIDEV /!\ - Remove this line after changing nodered
    TOPIC_STW_STAIRWAY_MAIN_LIGHT_VIDEV = "videv/stw/stairway/main_light"
    if stg == STG_VDE and fun == FUN_DCK:
        s = '/'.join([stg_topic, loc_topic, roo_topic, 'pc_dock'])
    if stg == STG_VDE and fun == FUN_FLL:
        s = '/'.join([stg_topic, loc_topic, roo_topic, 'floorlamp'])
    if stg == STG_VDE and roo == ROO_STF and fun == FUN_MAL:
```

```
246             s = TOPIC_STW_STAIRWAY_MAIN_LIGHT_VIDEV
247         if stg == STG_VDE and fun == FUN_XTR:
248             s = '/'.join([stg_topic, loc_topic, roo_topic, 'xmas_tree'])
249         # TODO: /!\ Changed TOPIC in VIDEV /!\ - Remove this line after changing nodered
250         return s
```

B.2 devices

The line coverage for devices was 94.7%
The branch coverage for devices was 88.9%

B.2.1 devices.__init__.py

The line coverage for devices.__init__.py was 94.7%
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_hea
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
32 try:
33     from config import APP_NAME as ROOT_LOGGER_NAME
34 except ImportError:
35     ROOT_LOGGER_NAME = 'root'
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
       ", topic)
41     return None
```

```
42
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
    callable attributes to the list
54                  self.methods.append(name)
55              if not name.startswith('_') and not callable(getattr(args[0], name)):   # add all
    public callable attributes to the list
56                  self.variables.append(name)
57          #
58          for member in self:
59              methods = [m for m in member.__class__.__dict__.keys() if not m.startswith(
60                  '_') if not m.startswith('_') and callable(getattr(args[0], m))]
61              if self.methods != methods:
62                  raise ValueError("All given instances needs to have same methods:", self.methods,
     methods)
63              #
64              variables = [v for v in member.__class__.__dict__.keys() if not v.startswith(
65                  '_') if not v.startswith('_') and not callable(getattr(args[0], v))]
66              if self.variables != variables:
67                  raise ValueError("All given instances needs to have same variables:", self.
    variables, variables)
68
69      def __iter__(self):
70          return self
71
72      def __next__(self):
73          if self._iter_counter < len(self):
74              self._iter_counter += 1
75              return self._members[self._iter_counter - 1]
76          self._iter_counter = 0
77          raise StopIteration
78
79      def __getitem__(self, i):
80          return self._members[i]
81
82      def __len__(self):
83          return len(self._members)
84
85      def __getattribute__(self, name):
86          def group_execution(*args, **kwargs):
87              for member in self[:]:
88                  m = getattr(member, name)
89                  m(*args, **kwargs)
90          try:
91              rv = super().__getattribute__(name)
92          except AttributeError:
93              if callable(getattr(self[0], name)):
94                  return group_execution
95              else:
96                  return getattr(self[0], name)
97          else:
98              return rv
```

B.3 function

The line coverage for function was 83.2%
The branch coverage for function was 40.5%

B.3.1 function.__init__.py

The line coverage for function.__init__.py was 87.3%
The branch coverage for function.__init__.py was 40.5%

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
#
import config
from devdi.topic import STOP_EXECUTION_TOPIC
import devices
from function.garden import garden
from function.stairway import stairway
from function.ground_floor_west import ground_floor_west
from function.first_floor_west import first_floor_west
from function.first_floor_east import first_floor_east
from function.rooms import room_collection
from smart_devices.videv import all_off, videv_pure_switch
import json
import logging
import mqtt

try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class all_functions(room_collection):
    def __init__(self, mqtt_client: mqtt.mqtt_client):
        super().__init__(mqtt_client)
        #
        self.run = True
        if config.DEBUG:
            mqtt_client.add_callback(STOP_EXECUTION_TOPIC, self.__stop_execution__)
        #
        # Rooms
        #
        # garden
        self.gar = garden(self.mqtt_client)
        # stairway
        self.stw = stairway(self.mqtt_client)
        # ground floor west
        self.gfw = ground_floor_west(self.mqtt_client)
        # first floor west
        self.ffw = first_floor_west(self.mqtt_client)
        # first floor east
        self.ffe = first_floor_east(self.mqtt_client)
        #
        # Interactions
        #
        # cross_room_interactions
        self.init_cross_room_interactions()
        # Off Buttons
```

```
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(
    message.topic), repr(message.payload))
61              else:
62                  if data is True:
63                      self.run = False
64
65      def init_cross_room_interactions(self):
66          # shelly dirk input 1
67          self.last_gfw_dirk_input_1 = None
68          self.gfw.dirk.switch_main_light.add_callback(self.gfw.dirk.switch_main_light.KEY_INPUT_1,
     None, self.gfw_dirk_input_1)
69          # tradfri button ffe sleep right click
70          self.ffe.sleep.input_device.add_callback(self.ffe.sleep.input_device.KEY_ACTION,
71                                                   self.ffe.sleep.input_device.ACTION_RIGHT, self.
    ffe.floor.switch_main_light.toggle_output_0_mcb)
72
73      def init_off_functionality(self):
74          # ALL OFF - Virtual device
75          self.videv_all_off = all_off(self.mqtt_client, config.TOPIC_ALL_OFF_VIDEV, self)
76
77          # ALL OFF - Long push stairway
78          self.stw.stairway.switch_main_light.add_callback(self.stw.stairway.switch_main_light.
    KEY_LONGPUSH_0,
79                                                           True, self.stw.stairway.
    switch_main_light.flash_0_mcb)
80          self.stw.stairway.switch_main_light.add_callback(self.stw.stairway.switch_main_light.
    KEY_LONGPUSH_0, True, self.all_off)
81
82          # FFE ALL OFF - Long push ffe floor
83          self.ffe.floor.switch_main_light.add_callback(self.ffe.floor.switch_main_light.
    KEY_LONGPUSH_0,
84                                                        True, self.ffe.floor.switch_main_light.
    flash_0_mcb)
85          self.ffe.floor.switch_main_light.add_callback(self.ffe.floor.switch_main_light.
    KEY_LONGPUSH_0, True, self.ffe.all_off)
86
87          # FFE ALL OFF - Long push input device
88          self.ffe.sleep.input_device.add_callback(devices.tradfri_button.KEY_ACTION, devices.
    tradfri_button.ACTION_RIGHT_LONG, self.ffe.all_off)
89
90          # FFW ALL OFF - Long push ffw floor
91          self.ffw.floor.switch_main_light.add_callback(self.ffw.floor.switch_main_light.
    KEY_LONGPUSH_0,
92                                                        True, self.ffw.floor.switch_main_light.
    flash_0_mcb)
93          self.ffw.floor.switch_main_light.add_callback(self.ffw.floor.switch_main_light.
    KEY_LONGPUSH_0, True, self.ffw.all_off)
94
95      def init_sumer_winter_mode(self):
96          # ALL summer/winter mode
97          self.videv_summer_mode = videv_pure_switch(self.mqtt_client, config.
    TOPIC_ALL_SUMMER_WINTER_MODE)
98
99          self.videv_summer_mode.add_callback(self.videv_summer_mode.KEY_STATE, None, self.gfw.
    summer_mode)
100         self.videv_summer_mode.add_callback(self.videv_summer_mode.KEY_STATE, None, self.ffw.
    summer_mode)
101         self.videv_summer_mode.add_callback(self.videv_summer_mode.KEY_STATE, None, self.ffe.
    summer_mode)
102
103     def gfw_dirk_input_1(self, device, key, data):
104         if self.last_gfw_dirk_input_1 is not None:
105             if self.last_gfw_dirk_input_1 != data:
106                 self.gfw.floor.switch_main_light.toggle_output_0_mcb(device, key, data)
107         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 40.5%

```
from function.modules import heating_function
import os
import sqlite3

db_file = os.path.join(os.path.dirname(__file__), '..', 'database.db')

db_mapping_radiator = {
    0: heating_function.KEY_AWAY_MODE,
    1: heating_function.KEY_SUMMER_MODE,
    2: heating_function.KEY_USER_TEMPERATURE_SETPOINT,
    3: heating_function.KEY_TEMPERATURE_SETPOINT
}


def get_radiator_data(topic):
    db_data = __storage__().get_radiator_data(topic)
    rv = {}
    for index in db_mapping_radiator:
        rv[db_mapping_radiator[index]] = db_data[index]
    return rv


def set_radiator_data(device, key, data):
    if key in db_mapping_radiator.values():
        db_data = []
        for index in range(0, len(db_mapping_radiator)):
            db_data.append(device.get(db_mapping_radiator[index]))
        return __storage__().store_radiator_data(device.heating_valve.topic, db_data)


class __storage__(object):
    def __init__(self):
        self.conn = sqlite3.connect(db_file)
        self.c = self.conn.cursor()
        with self.conn:
            self.c.execute("""CREATE TABLE IF NOT EXISTS radiator (
                    topic text PRIMARY KEY,
                    away_mode integer,
                    summer_mode integer,
                    user_temperatur_setpoint real,
                    temperatur_setpoint real
                )""")

    def store_radiator_data(self, topic, target_data):
        try:
            with self.conn:
                self.c.execute(
                    'INSERT INTO radiator VALUES (?, ?, ?, ?, ?)', [topic] + target_data)
        except sqlite3.IntegrityError:
            db_data = self.get_radiator_data(topic)
            if db_data != target_data:
                with self.conn:
                    self.c.execute(
                        'UPDATE radiator SET away_mode = ?, summer_mode = ?,
    user_temperatur_setpoint = ?, temperatur_setpoint = ? WHERE topic = ?', target_data + [topic
    ])

```

```
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 40.5%

```
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(
```

```
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 40.5%

```
1 #!/usr/bin/env python
2 # -*- coding: utf-8 -*-
3 #
4
```

```
import config
from devdi import rooms
from function.db import get_radiator_data, set_radiator_data
from function.modules import heating_function
from function.rooms import room, room_collection
import logging


try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class first_floor_west(room_collection):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        self.floor = first_floor_west_floor(mqtt_client)
        self.bath = first_floor_west_bath(mqtt_client)
        self.julian = first_floor_west_julian(mqtt_client)
        self.livingroom = first_floor_west_living(mqtt_client)
        self.sleep = first_floor_west_sleep(mqtt_client)


class first_floor_west_floor(rooms.ffw_floor, room):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        room.__init__(self, mqtt_client)
        #
        # connect videv and switch
        self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
    KEY_OUTPUT_0)


class first_floor_west_julian(rooms.ffw_julian, room):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        room.__init__(self, mqtt_client)
        #
        # light <-> videv
        self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
    KEY_OUTPUT_0)
        self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
    KEY_BRIGHTNESS)
        self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
    KEY_COLOR_TEMP)

        # heating function
        self.heating_function = heating_function(
            self.valve_heating,
            config.DEFAULT_TEMPERATURE,
            **get_radiator_data(self.valve_heating.topic)
        )
        self.heating_function.add_callback(None, None, set_radiator_data, True)
        self.videv_heating.connect_heating_function(self.heating_function)


class first_floor_west_bath(rooms.ffw_bath, room):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        room.__init__(self, mqtt_client)
```

```
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
77  class first_floor_west_living(rooms.ffw_livingroom, room):
78      def __init__(self, mqtt_client):
79          super().__init__(mqtt_client)
80          room.__init__(self, mqtt_client)
81          #
82          # light <-> videv
83          self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
    KEY_OUTPUT_0)
84          self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
    KEY_BRIGHTNESS)
85          self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
    KEY_COLOR_TEMP)
86
87          # heating function
88          self.heating_function = heating_function(
89              self.valve_heating,
90              config.DEFAULT_TEMPERATURE,
91              **get_radiator_data(self.valve_heating.topic)
92          )
93          self.heating_function.add_callback(None, None, set_radiator_data, True)
94          self.videv_heating.connect_heating_function(self.heating_function)
95
96
97  class first_floor_west_sleep(rooms.ffw_sleep, room):
98      def __init__(self, mqtt_client):
99          super().__init__(mqtt_client)
100         room.__init__(self, mqtt_client)
101         #
102         # light <-> videv
103         self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
    KEY_OUTPUT_0)
104         self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
    KEY_BRIGHTNESS)
105         #
106         self.videv_window_light.connect_sw_device(self.light_window_light, self.
    light_window_light.KEY_OUTPUT_0)
107         self.videv_window_light.connect_br_device(self.light_window_light, self.
    light_window_light.KEY_BRIGHTNESS)
108         self.videv_window_light.connect_ct_device(self.light_window_light, self.
    light_window_light.KEY_COLOR_TEMP)
109
110         # main light -> window light
111         self.switch_main_light.add_callback(self.switch_main_light.KEY_OUTPUT_0, None, self.
    light_window_light.set_output_0_mcb, True)
112
113         # heating function
114         self.heating_function = heating_function(
115             self.valve_heating,
116             config.DEFAULT_TEMPERATURE,
117             **get_radiator_data(self.valve_heating.topic)
118         )
119         self.heating_function.add_callback(None, None, set_radiator_data, True)
120         self.videv_heating.connect_heating_function(self.heating_function)
```

B.3.5 function.garden.py

The line coverage for function.garden.py was 74.1%
The branch coverage for function.garden.py was 40.5%

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
#

from devdi import rooms
from function.helpers import day_event
from function.rooms import room, room_collection
import logging

try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class garden(room_collection):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        self.garden = garden_garden(mqtt_client)


class garden_garden(rooms.gar_garden, room):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        room.__init__(self, mqtt_client)
        #
        self.day_events = day_event((6, 0), (22, 0), 30, -30)
        self.day_events.add_callback(None, True, self.__day_events__, True)

        # xxx <-> videv
        self.videv_garland_light.connect_sw_device(self.switch_garland_light, self.
    switch_garland_light.KEY_OUTPUT_0)
        self.videv_repeater.connect_sw_device(self.switch_repeater, self.switch_repeater.
    KEY_OUTPUT_0)

    def __day_events__(self, device, key, data):
        if self.videv_mode.get(self.videv_mode.KEY_STATE):
            if key in (self.day_events.KEY_SUNSET, self.day_events.KEY_START_OF_DAY):
                self.switch_garland_light.set_output_0(True)
            elif key in (self.day_events.KEY_START_OF_NIGHT, self.day_events.KEY_SUNRISE):
                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 40.5%

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
#

```

```
import config
from devdi import rooms
from function.db import get_radiator_data, set_radiator_data
from function.modules import brightness_choose_n_action, heating_function, switched_light
from function.rooms import room, room_collection
import logging
import task

try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class ground_floor_west(room_collection):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        self.dirk = ground_floor_west_dirk(mqtt_client)
        self.floor = ground_floor_west_floor(mqtt_client)
        self.marion = ground_floor_west_marion(mqtt_client)


class ground_floor_west_dirk(rooms.gfw_dirk, room):
    STATE_ACTIVE_DEVICE_MAIN_LIGHT = 0
    STATE_ACTIVE_DEVICE_DESK_LIGHT = 1
    STATE_ACTIVE_DEVICE_AMPLIFIER = 2
    STATE_ACTIVE_DEVICE_MAX_VALUE = STATE_ACTIVE_DEVICE_AMPLIFIER
    #
    AUDIO_SOURCE_PC = 0
    AUDIO_SOURCE_CD = 1
    AUDIO_SOURCE_RASPI = 2
    AUDIO_SOURCE_BT = 3
    AUDIO_SOURCE_PHONO = 4

    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        room.__init__(self, mqtt_client)
        #
        # light <-> videv
        self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.
    KEY_OUTPUT_0)
        self.videv_main_light.connect_br_device(self.light_main_light, self.light_main_light.
    KEY_BRIGHTNESS)
        self.videv_main_light.connect_ct_device(self.light_main_light, self.light_main_light.
    KEY_COLOR_TEMP)
        #
        self.videv_desk_light.connect_sw_device(self.light_desk_light, self.light_desk_light.
    KEY_OUTPUT_0)
        self.videv_desk_light.connect_br_device(self.light_desk_light, self.light_desk_light.
    KEY_BRIGHTNESS)
        self.videv_desk_light.connect_ct_device(self.light_desk_light, self.light_desk_light.
    KEY_COLOR_TEMP)
        #
        self.videv_amplifier.connect_sw_device(self.switch_powerplug_4, self.
    KEY_POWERPLUG_AMPLIFIER)
        self.videv_bluetooth.connect_sw_device(self.switch_powerplug_4, self.KEY_POWERPLUG_BT)
        self.videv_cd_player.connect_sw_device(self.switch_powerplug_4, self.
    KEY_POWERPLUG_CD_PLAYER)
        self.videv_phono.connect_sw_device(self.switch_powerplug_4, self.KEY_POWERPLUG_PHONO)
        #
```

```
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
```

```
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)
```

```
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 40.5%

```
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())
```

```
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 *
        60))) + time_offs_min * 60
20      return rv
21
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 *
        60))) + time_offs_min * 60
28      return rv
29
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
         None for no start of day state.
49      :type time_start_of_day: tuple
50      :param time_start_of_night: Time of a day (tuple including hour and minute) for start of
        night or None for no end of day state.
51      :type time_start_of_night:  tuple
52      :param time_offset_sunrise: time offset for sunrise in minutes (negative values lead to
        earlier sunrise state) or None for no sunrise state.
53      :type time_start_of_day: int
54      :param time_offset_sunset: time offset for sunset in minutes (negative values lead to earlier
         sunset state) or None for no sunrise state.
55      :type time_start_of_day: int
56      """
57      KEY_SUNRISE = 'sunrise'
58      KEY_SUNSET = 'sunset'
59      KEY_START_OF_NIGHT = 'start_of_night'
60      KEY_START_OF_DAY = 'start_of_day'
61      #
62      STATES = (KEY_START_OF_DAY, KEY_SUNRISE, KEY_SUNSET, KEY_START_OF_NIGHT)
63
64      def __init__(self, time_start_of_day, time_start_of_night, time_offset_sunrise,
        time_offset_sunset):
65          self.__time_start_of_day__ = time_start_of_day
66          self.__time_start_of_night__ = time_start_of_night
67          self.__time_offset_sunrise__ = time_offset_sunrise
68          self.__time_offset_sunset__ = time_offset_sunset
69          super().__init__()
```

```
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
         None for no start of day state.
93      :type time_start_of_day: tuple
94      :param time_start_of_night: Time of a day (tuple including hour and minute) for start of
        night or None for no end of day state.
95      :type time_start_of_night:  tuple
96      :param time_offset_sunrise: time offset for sunrise in seconds (negative values lead to
        earlier sunrise state) or None for no sunrise state.
97      :type time_start_of_day: int
98      :param time_offset_sunset: time offset for sunset in seconds (negative values lead to earlier
         sunset state) or None for no sunrise state.
99      :type time_start_of_day: int
100     """
101
102     def __init__(self, time_start_of_day=(5, 0), time_start_of_night=(22, 0), time_offset_sunrise
        =30, time_offset_sunset=-30):
103         super().__init__(time_start_of_day, time_start_of_night, time_offset_sunrise,
        time_offset_sunset)
104         #
105         current_day_state = self.get_state()
106         for key in self.STATES:
107             self[key] = current_day_state == key
108         #
109         cyclic = task.periodic(30, self.__cyclic__)
110         cyclic.run()
111
112     def __cyclic__(self, a):
113         current_day_state = self.get_state()
114         for key in self.STATES:
115             self.set(key, current_day_state == key)
```

B.3.8 function.modules.py

The line coverage for function.modules.py was 75.5%
The branch coverage for function.modules.py was 40.5%

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
#
"""
Functional Modules

Targets:
  * Device like structure to be compatible with videv
    - KEY_* as part of the class for all parameters which needs to be accessed from videv
    - Method *.set(key, data) to pass data from videv to Module
    - Method .add_callback(key, data, callback, on_change_only=False) to register videv
    actualisation on changes
"""

from mqtt.smarthome import common_base
import devices
from function.helpers import day_state
import logging
import task
import time

try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class switched_light(object):
    def __init__(self, sw_device, sw_key, li_device):
        sw_device.add_callback(sw_device.KEY_OUTPUT_0, True, li_device.request_data, True)


class brightness_choose_n_action(common_base):
    KEY_ACTIVE_DEVICE = 'active_device'
    #
    DEFAULT_VALUES = {KEY_ACTIVE_DEVICE: None}

    def __init__(self, button_tradfri):
        super().__init__()
        # brightness change
        button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
    ACTION_BRIGHTNESS_DOWN_LONG, self.brightness_action)
        button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
    ACTION_BRIGHTNESS_UP_LONG, self.brightness_action)
        button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
    ACTION_BRIGHTNESS_DOWN_RELEASE, self.brightness_action)
        button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
    ACTION_BRIGHTNESS_UP_RELEASE, self.brightness_action)
        # device change
        button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
    ACTION_BRIGHTNESS_UP, self.choose_next_device)
        button_tradfri.add_callback(button_tradfri.KEY_ACTION, button_tradfri.
    ACTION_BRIGHTNESS_DOWN, self.choose_prev_device)
        #
```

```
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 switched on or off. It needs the following method:
60          * .add_callback(key, data or None, callback, on_changes_only)
61          """
62          self.brightness_device_list.append(brightness_device)
63          self.callback_device_list.append((callback_device, callback_key))
64          self.device_states.append(False)
65          callback_device.add_callback(callback_key, True, self.device_state_action, True)
66          callback_device.add_callback(callback_key, False, self.device_state_action, True)
67
68      def device_state_action(self, device, key, data):
69          self.device_states[self.callback_device_list.index((device, key))] = data
70          if data is True:
71              self.set(self.KEY_ACTIVE_DEVICE, self.callback_device_list.index((device, key)))
72          else:
73              if self[self.KEY_ACTIVE_DEVICE] is not None:
74                  if self.callback_device_list[self[self.KEY_ACTIVE_DEVICE]][0] == device:
75                      self.choose_next_device()
76
77      def choose_prev_device(self, device=None, key=None, data=None):
78          if self[self.KEY_ACTIVE_DEVICE] is not None:
79              start_value = self[self.KEY_ACTIVE_DEVICE]
80              for i in range(0, len(self.brightness_device_list)):
81                  target_state = (start_value - i - 1) % (len(self.brightness_device_list))
82                  if self.device_states[target_state]:
83                      self.set(self.KEY_ACTIVE_DEVICE, target_state)
84                      return
85          self.set(self.KEY_ACTIVE_DEVICE, None)
86
87      def choose_next_device(self, device=None, key=None, data=None):
88          if self[self.KEY_ACTIVE_DEVICE] is not None:
89              start_value = self[self.KEY_ACTIVE_DEVICE]
90              for i in range(0, len(self.brightness_device_list)):
91                  target_state = (start_value + i + 1) % (len(self.brightness_device_list))
92                  if self.device_states[target_state]:
93                      self.set(self.KEY_ACTIVE_DEVICE, target_state)
94                      return
95          self.set(self.KEY_ACTIVE_DEVICE, None)
96
97      def brightness_action(self, device, key, data):
98          if self[self.KEY_ACTIVE_DEVICE] is not None:
99              target = self.brightness_device_list[self[self.KEY_ACTIVE_DEVICE]]
100             if data == devices.tradfri_button.ACTION_BRIGHTNESS_UP_LONG:
101                 logger.info("Increasing \"%s\" - %s", type(self).__name__, target.topic)
102                 target.default_inc()
103             elif data == devices.tradfri_button.ACTION_BRIGHTNESS_DOWN_LONG:
104                 logger.info("Decreasing \"%s\" - %s", type(self).__name__, target.topic)
105                 target.default_dec()
106             elif data in [devices.tradfri_button.ACTION_BRIGHTNESS_UP_RELEASE, devices.tradfri_button.ACTION_BRIGHTNESS_DOWN_RELEASE]:
107                 target.default_stop()
```

```
108
109
110 class timer_on_activation(common_base):
111     KEY_TIMER = 'timer'
112     #
113     DEFAULT_VALUES = {
114         KEY_TIMER: 0
115     }
116
117     def __init__(self, sw_device, sw_key, timer_reload_value):
118         super().__init__()
119         #
120         self.timer_reload_value = timer_reload_value
121         #
122         sw_device.add_callback(sw_key, None, self.circ_pump_actions, True)
123         #
124         self.ct = task.periodic(6, self.cyclic_task)
125         self.ct.run()
126
127     def circ_pump_actions(self, device, key, data):
128         if data is True:
129             self.set(self.KEY_TIMER, self.timer_reload_value)
130         else:
131             self.set(self.KEY_TIMER, 0)
132
133     def cyclic_task(self, rt):
134         timer_value = self[self.KEY_TIMER] - self.ct.cycle_time
135         if timer_value <= 0:
136             self.set(self.KEY_TIMER, 0)
137         else:
138             self.set(self.KEY_TIMER, timer_value)
139
140
141 class heating_function(common_base):
142     KEY_USER_TEMPERATURE_SETPOINT = 'user_temperature_setpoint'
143     KEY_TEMPERATURE_SETPOINT = 'temperature_setpoint'
144     KEY_TEMPERATURE_CURRENT = 'temperature_current'
145     KEY_AWAY_MODE = 'away_mode'
146     KEY_SUMMER_MODE = 'summer_mode'
147     KEY_START_BOOST = 'start_boost'
148     KEY_SET_DEFAULT_TEMPERATURE = 'set_default_temperature'
149     KEY_BOOST_TIMER = 'boost_timer'
150     #
151     BOOST_TEMPERATURE = 30
152     AWAY_REDUCTION = 5
153     SUMMER_TEMPERATURE = 5
154
155     class value_timeout_list(object):
156         MAX_DELAY = 10
157
158         def __init__(self):
159             self.__data__ = []
160             self.__time__ = []
161
162         def __cleanup__(self):
163             now = time.time()
164             for i, tm in enumerate(self.__time__):
165                 if tm + self.MAX_DELAY < now:
166                     del (self.__data__[i])
167                     del (self.__time__[i])
168
```

```
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,
    self.default_temperature),
186             self.KEY_TEMPERATURE_SETPOINT: kwargs.get(self.KEY_TEMPERATURE_SETPOINT, self.
    default_temperature),
187             self.KEY_TEMPERATURE_CURRENT: kwargs.get(self.KEY_TEMPERATURE_CURRENT, None),
188             self.KEY_AWAY_MODE: kwargs.get(self.KEY_AWAY_MODE, False),
189             self.KEY_SUMMER_MODE: kwargs.get(self.KEY_SUMMER_MODE, False),
190             self.KEY_START_BOOST: kwargs.get(self.KEY_START_BOOST, True),
191             self.KEY_SET_DEFAULT_TEMPERATURE: kwargs.get(self.KEY_SET_DEFAULT_TEMPERATURE, False)
    ,
192             self.KEY_BOOST_TIMER: kwargs.get(self.KEY_BOOST_TIMER, 0)
193         })
194         #
195         self.heating_valve.set_heating_setpoint(self[self.KEY_TEMPERATURE_SETPOINT])
196         #
197         self.heating_valve.add_callback(self.heating_valve.KEY_HEATING_SETPOINT, None, self.
    get_radiator_setpoint)
198         self.heating_valve.add_callback(self.heating_valve.KEY_TEMPERATURE, None, self.
    get_radiator_temperature)
199         #
200         self.add_callback(self.KEY_USER_TEMPERATURE_SETPOINT, None, self.
    user_temperature_setpoint, False)
201         self.add_callback(self.KEY_TEMPERATURE_SETPOINT, None, self.set_heating_setpoint, True)
202         self.add_callback(self.KEY_AWAY_MODE, None, self.away_mode, True)
203         self.add_callback(self.KEY_SUMMER_MODE, None, self.summer_mode, True)
204         self.add_callback(self.KEY_SET_DEFAULT_TEMPERATURE, None, self.setpoint_to_default)
205         self.add_callback(self.KEY_START_BOOST, True, self.boost, False)
206         self.add_callback(self.KEY_BOOST_TIMER, 0, self.timer_expired, True)
207         # cyclic task initialisation
208         self.ct = task.periodic(1, self.cyclic_task)
209         self.ct.run()
210 
211     def timer_expired(self, device, data, key):
212         self.set(self.KEY_TEMPERATURE_SETPOINT, self[self.KEY_USER_TEMPERATURE_SETPOINT])
213         self.heating_valve.logger.info('Timer expired. returning to regular temperature setpoint
    %.1f°C.',
214                                        self[self.KEY_TEMPERATURE_SETPOINT])
215 
216     def cyclic_task(self, rt):
217         timer_value = self[self.KEY_BOOST_TIMER] - self.ct.cycle_time
218         if self[self.KEY_BOOST_TIMER] <= 0:
219             self.set(self.KEY_BOOST_TIMER, 0)
220         else:
221             self.set(self.KEY_BOOST_TIMER, timer_value)
222 
223     def cancel_boost(self):
224         self.set(self.KEY_BOOST_TIMER, 0, block_callback=[self.timer_expired])
```

```
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
```

```
class motion_sensor_light(common_base):
    KEY_TIMER = 'timer'
    KEY_MOTION_SENSOR = 'motion_%d'
    KEY_MOTION_SENSOR_0 = 'motion_%d' % 0
    KEY_MOTION_SENSOR_1 = 'motion_%d' % 1
    KEY_MOTION_SENSOR_2 = 'motion_%d' % 2
    KEY_MOTION_SENSOR_3 = 'motion_%d' % 3
    KEY_MOTION_SENSOR_4 = 'motion_%d' % 4

    def __init__(self, sw_device, sw_method, *args, timer_value=30):
        """
        sw_device is the device switching the light, args are 0-n motion sensors
        """
        dv = dict.fromkeys([self.KEY_MOTION_SENSOR % i for i in range(0, len(args))])
        for key in dv:
            dv[key] = False
        dv[self.KEY_TIMER] = 0
        super().__init__(default_values=dv)
        #
        self.sw_device = sw_device
        self.sw_method = sw_method
        self.motion_sensors = args
        self.timer_reload_value = timer_value
        #
        sw_device.add_callback(devices.shelly_sw1.KEY_OUTPUT_0, True, self.reload_timer, True)
        sw_device.add_callback(devices.shelly_sw1.KEY_OUTPUT_0, False, self.reset_timer, True)
        for motion_sensor in args:
            motion_sensor.add_callback(motion_sensor.KEY_OCCUPANCY, None, self.
    set_motion_detected, True)
        #
        self.add_callback(self.KEY_TIMER, 0, self.timer_expired, True)
        #
        cyclic_task = task.periodic(1, self.cyclic_task)
        cyclic_task.run()

    def reload_timer(self, device, key, data):
        self.set(self.KEY_TIMER, self.timer_reload_value)

    def reset_timer(self, device=None, key=None, data=None):
        self.set(self.KEY_TIMER, 0)

    def set_motion_detected(self, device, key, data):
        for sensor_index, arg_device in enumerate(self.motion_sensors):
            if arg_device.topic == device.topic:
                break
        self.set(self.KEY_MOTION_SENSOR % sensor_index, data)
        # auto light on with state sunset -> time_offset_sunrise=60 (longer sunset) and
    time_offset_sunset=-60 (longer sunset)
        if day_state(None, None, 60, -60).get_state() == day_state.KEY_SUNSET:
            if data is True:
                logger.info("%s: Motion detected - Switching on main light %s", device.topic,
    self.sw_device.topic)
                self.sw_method(True)

    def motion_detected(self):
        for i in range(0, len(self.motion_sensors)):
            if self[self.KEY_MOTION_SENSOR % i]:
                return True
        return False

    def timer_expired(self, device, key, data):
        logger.info("No motion and time ran out - Switching off main light %s", self.sw_device.
    topic)
        self.sw_method(False)

    def cyclic_task(self, cyclic_task):
        min_value = 10 if self.motion_detected() else 0
        if self[self.KEY_TIMER] != 0:
            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 30.4%
The branch coverage for function.rooms.py was 40.5%

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
#

import logging
import inspect

try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class room(object):
    def __init__(self, mqtt_client):
        self.mqtt_client = mqtt_client

    def all_off(self, device=None, key=None, data=None):
        logger.info("Switching all off \"%s\"", type(self).__name__)
        for name, obj in inspect.getmembers(self):
            try:
                if obj.__module__.startswith('devices'):
                    obj.all_off()
            except AttributeError:
                pass    # not a module or has no method all_off

    def summer_mode(self, enable):
        for name, obj in inspect.getmembers(self):
            if obj.__class__.__name__ == 'heating_function':
                if obj.__module__ == 'function.modules':
                    obj.set(obj.KEY_SUMMER_MODE, enable)


class room_collection(object):
    ALLOWED_CLASSES = ("room", "room_collection")

    def __init__(self, mqtt_client):
        self.mqtt_client = mqtt_client

    def all_off(self, device=None, key=None, data=None):
        logger.info("Switching all off \"%s\"", type(self).__name__)
        for sub_name in dir(self):
            # attribute name is not private
            if not sub_name.startswith("__"):
                sub = getattr(self, sub_name)
                # try to call all_off
                try:
                    sub.all_off()
                except AttributeError:
                    pass    # don't mind, if sub has no method all_off

    def summer_mode(self, device=None, key=None, data=None):
        logger.info("Changing to %s \"%s\"", "summer mode" if data else "winter_mode", type(self)
    .__name__)
        for sub_name in dir(self):
            # attribute name is not private
```

```
            if not sub_name.startswith("__"):
                sub = getattr(self, sub_name)
                if sub.__class__.__bases__[0].__name__ in self.ALLOWED_CLASSES:
                    sub.summer_mode(data)

    def all_devices(self, object_to_analyse=None, depth=0):
        target = object_to_analyse or self
        #
        devices = []
        for name, obj in inspect.getmembers(target):
            if not callable(obj):                                       # sort out methods
                try:
                    if obj.__module__.startswith('function.') and not obj.__module__.endswith('.videv'):
                        devices.extend(self.all_devices(obj, depth+1))          # rekurse in function instances
                    elif obj.__module__ == "devices":
                        devices.append(obj)
                except AttributeError:
                    pass                                                # sort out non modules
        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 40.5%

```
#!/usr/bin/env python
# -*- coding: utf-8 -*-
#

import config
from devdi import rooms
import logging
from function.modules import motion_sensor_light
from function.rooms import room, room_collection

try:
    from config import APP_NAME as ROOT_LOGGER_NAME
except ImportError:
    ROOT_LOGGER_NAME = 'root'
logger = logging.getLogger(ROOT_LOGGER_NAME).getChild(__name__)


class stairway(room_collection):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        self.stairway = stairway_stairway(mqtt_client)


class stairway_stairway(rooms.stairway, room):
    def __init__(self, mqtt_client):
        super().__init__(mqtt_client)
        room.__init__(self, mqtt_client)
        #
        # connect videv and switch
        self.videv_main_light.connect_sw_device(self.switch_main_light, self.switch_main_light.KEY_OUTPUT_0)

        self.motion_sensor_light = motion_sensor_light(
            self.switch_main_light, self.switch_main_light.set_output_0,
            self.motion_main_light_gf, self.motion_main_light_ff,
            timer_value=config.USER_ON_TIME_STAIRWAYS
        )
        self.videv_main_light.connect_mo_function(self.motion_sensor_light)
```