Unittest for smart_brain

August 22, 2025

Contents

1 Test Information

1.1 Test Candidate Information

Library Information	
Name	smart_brain
Version	1.3.0
Git URL	https://git.mount-mockery.de/smarthome/smart_brain.git
Git REF	507b67d91a5efca44fc52f3ccee96215f231ffd5

1.2 Unittest Information

Unittest Information

1.3 Test System Information

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

2 Statistic

2.1 Test-Statistic for testrun with python3.13.5

Number of tests	**108**
Number of successfull tests	**108**
Number of possibly failed tests	**0**
Number of failed tests	**0**
Executionlevel	Full Test (all defined tests)
Time consumption	52.894s

2.2 Coverage Statistic

Module- or Filename	Line-Coverage	Branch-Coverage

3 Testcases with no corresponding Requirement

3.1 Summary for testrun with python3.13.5

3.1.1 Clean-Up

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:53:58,426
Finished-Time:	2025-08-22 20:53:58,927
Time-Consumption	0.501s

Testsummary:

Info	Collecting precondition logs...

3.1.2 ViDevLight.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:	2025-08-22 20:53:58,927
Finished-Time:	2025-08-22 20:53:59,230
Time-Consumption	0.303s

Testsummary:

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

3.1.3 Shelly.relay/0 (ffe.livingroom.main_light) → ViDevLight.state (ffe.livingroom.main_light)

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:53:59,230

Finished-Time:	2025-08-22 20:53:59,533
Time-Consumption	0.303s

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

3.1.4 ViDevLight.state (ffe.livingroom.floorlamp) → Light.state (ffe.livingroom.floor_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:53:59,533
Finished-Time:	2025-08-22 20:53:59,836
Time-Consumption	0.303s

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:53:59,836
Finished-Time:	2025-08-22 20:54:00,141
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.livingroom.floor_light) to True
Success	Value for ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Light.state (ffe.livingroom.floor_light) to False
Success	Value for ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content False and Type is <class 'bool'>).

3.1.6 Shelly.relay/0 (ffe.livingroom.main_light) → Light.state (ffe.livingroom.floor_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:00,141
Finished-Time:	2025-08-22 20:54:00,444
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:00,444
Finished-Time:	2025-08-22 20:54:00,747
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of ViDevLight.state (ffe.livingroom.xmas_tree) to True
Success	Value for Powerplug1P.state (ffe.livingroom.xmas-tree) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of ViDevLight.state (ffe.livingroom.xmas_tree) to False
Success	Value for Powerplug1P.state (ffe.livingroom.xmas-tree) is correct (Content False and Type is <class 'bool'>).

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:00,747
Finished-Time:	2025-08-22 20:54:01,050
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Powerplug1P.state (ffe.livingroom.xmas-tree) to True
Success	Value for ViDevLight.state (ffe.livingroom.xmas_tree) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Powerplug1P.state (ffe.livingroom.xmas-tree) to False
Success	Value for ViDevLight.state (ffe.livingroom.xmas_tree) is correct (Content False and Type is <class 'bool'>).

3.1.9 ViDevLight.brightness (ffe.livingroom.main_light) → Light.brightness (ffe.livingroom.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:01,050
Finished-Time:	2025-08-22 20:54:01,858
Time-Consumption	0.807s

Testsummary:

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

Success	Value for Light.brightness (ffe.livingroom.main_light) is correct (Content 80 and Type is <class 'int'>).
Info	Setting state of ViDevLight.brightness (ffe.livingroom.main_light) to 100
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) → ViDevLight.brightness (ffe.livingroom.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:01,858
Finished-Time:	2025-08-22 20:54:02,665
Time-Consumption	0.807s

Testsummary:

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

3.1.11 ViDevLight.color_temp (ffe.livingroom.main_light) → Light.color_temp (ffe.livingroom.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:02,666

Finished-Time:	2025-08-22 20:54:03,473
Time-Consumption	0.807s

Testsummary:

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

3.1.12 Light.color_temp (ffe.livingroom.main_light) → ViDevLight.color_temp (ffe.livingroom.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:03,473
Finished-Time:	2025-08-22 20:54:04,281
Time-Consumption	0.808s

Testsummary:

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

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

3.1.13 ViDevLight.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:	2025-08-22 20:54:04,281
Finished-Time:	2025-08-22 20:54:05,089
Time-Consumption	0.808s

Testsummary:

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

3.1.14 Light.brightness (ffe.livingroom.floor_light) → ViDevLight.brightness (ffe.livingroom.floorlamp)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:05,089
Finished-Time:	2025-08-22 20:54:05,901
Time-Consumption	0.812s

Testsummary:

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

3.1.15 ViDevLight.color_temp (ffe.livingroom.floorlamp) → Light.color_temp (ffe.livingroom.floor_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:05,901
Finished-Time:	2025-08-22 20:54:06,708
Time-Consumption	0.807s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.floorlamp) to 0
Success	Value for Light.color_temp (ffe.livingroom.floor_light) is correct (Content 0 and Type is <class 'int'>).
Info	Setting state of ViDevLight.color_temp (ffe.livingroom.floorlamp) to 2

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

3.1.16 Light.color_temp (ffe.livingroom.floor_light) → ViDevLight.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:	2025-08-22 20:54:06,709
Finished-Time:	2025-08-22 20:54:07,521
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 (ffe.livingroom.floor_light) to 0
Success	Value for ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.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:	2025-08-22 20:54:07,521
Finished-Time:	2025-08-22 20:54:08,025
Time-Consumption	0.504s

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 ViDevLight.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:	2025-08-22 20:54:08,025
Finished-Time:	2025-08-22 20:54:08,328
Time-Consumption	0.303s

Testsummary:

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

3.1.19 Shelly.relay/0 (ffe.sleep.main_light) → ViDevLight.state (ffe.sleep.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:08,328
Finished-Time:	2025-08-22 20:54:08,632
Time-Consumption	0.303s

Testsummary:

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

3.1.20 ViDevLight.state (ffe.sleep.bed_light_di) → Light.state (ffe.sleep.bed_light_di)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:08,632
Finished-Time:	2025-08-22 20:54:08,935
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of ViDevLight.state (ffe.sleep.bed_light_di) to True
Success	Value for Light.state (ffe.sleep.bed_light_di) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of ViDevLight.state (ffe.sleep.bed_light_di) to False
Success	Value for Light.state (ffe.sleep.bed_light_di) is correct (Content False and Type is <class 'bool'>).

3.1.21 Light.state (ffe.sleep.bed_light_di) → ViDevLight.state (ffe.sleep.bed_light_di)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:08,935
Finished-Time:	2025-08-22 20:54:09,238
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Light.state (ffe.sleep.bed_light_di) to True
Success	Value for ViDevLight.state (ffe.sleep.bed_light_di) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of Light.state (ffe.sleep.bed_light_di) to False
Success	Value for ViDevLight.state (ffe.sleep.bed_light_di) is correct (Content False and Type is <class 'bool'>).

3.1.22 ViDevLight.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:	2025-08-22 20:54:09,238
Finished-Time:	2025-08-22 20:54:09,541
Time-Consumption	0.303s

Testsummary:

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

3.1.23 Powerplug1P.state (ffe.sleep.bed_light_ma) → ViDevLight.state (ffe.sleep.bed_light_ma)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:09,541
Finished-Time:	2025-08-22 20:54:09,844
Time-Consumption	0.303s

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

3.1.24 ViDevLight.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:	2025-08-22 20:54:09,844
Finished-Time:	2025-08-22 20:54:10,651
Time-Consumption	0.807s

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

3.1.25 Light.brightness (ffe.sleep.main_light) → ViDevLight.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:	2025-08-22 20:54:10,651
Finished-Time:	2025-08-22 20:54:11,459
Time-Consumption	0.808s

Testsummary:

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

3.1.26 ViDevLight.color_temp (ffe.sleep.main_light) → Light.color_temp (ffe.sleep.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:11,459
Finished-Time:	2025-08-22 20:54:12,266
Time-Consumption	0.807s

Testsummary:

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

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

3.1.27 Light.color_temp (ffe.sleep.main_light) → ViDevLight.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:	2025-08-22 20:54:12,266
Finished-Time:	2025-08-22 20:54:13,074
Time-Consumption	0.808s

Testsummary:

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

3.1.28 ViDevLight.brightness (ffe.sleep.bed_light_di) → Light.brightness (ffe.sleep.bed_light_di)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:13,074
Finished-Time:	2025-08-22 20:54:13,881
Time-Consumption	0.807s

Testsummary:

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

3.1.29 Light.brightness (ffe.sleep.bed_light_di) → ViDevLight.brightness (ffe.sleep.bed_light_di)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:13,881
Finished-Time:	2025-08-22 20:54:14,689
Time-Consumption	0.807s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 100
Success	Start state (master, slave) is correct (Content (100, 100) and Type is <class 'tuple'>).

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

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:	2025-08-22 20:54:14,689
Finished-Time:	2025-08-22 20:54:15,194
Time-Consumption	0.505s

Testsummary:

Info	Prepare: Setting devices to last state 30
Success	Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Info	Setting state of ViDevHeating.temp_setp (ffe.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 ViDevLight.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:	2025-08-22 20:54:15,194
Finished-Time:	2025-08-22 20:54:15,497
Time-Consumption	0.303s

Testsummary:

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

3.1.32 Shelly.relay/0 (ffe.diningroom.main_light) → ViDevLight.state (ffe.diningroom.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:15,497
Finished-Time:	2025-08-22 20:54:15,800
Time-Consumption	0.303s

Testsummary:

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

3.1.33 ViDevLight.state (ffe.diningroom.floorlamp) → Powerplug1P.state (ffe.diningroom.floor_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:15,800
Finished-Time:	2025-08-22 20:54:16,102
Time-Consumption	0.303s

Testsummary:

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

3.1.34 Powerplug1P.state (ffe.diningroom.floor_light) → ViDevLight.state (ffe.diningroom.floorlamp)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:16,103
Finished-Time:	2025-08-22 20:54:16,406
Time-Consumption	0.303s

Testsummary:

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

3.1.35 Shelly.relay/0 (ffe.diningroom.main_light) → Powerplug1P.state (ffe.diningroom.floor_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:16,406
Finished-Time:	2025-08-22 20:54:16,708
Time-Consumption	0.302s

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 ViDevLight.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:	2025-08-22 20:54:16,708
Finished-Time:	2025-08-22 20:54:17,011
Time-Consumption	0.303s

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

3.1.37 Powerplug1P.state (ffe.diningroom.garland) → ViDevLight.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:	2025-08-22 20:54:17,012
Finished-Time:	2025-08-22 20:54:17,315
Time-Consumption	0.303s

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

3.1.38 ViDevLight.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:	2025-08-22 20:54:17,315
Finished-Time:	2025-08-22 20:54:17,618
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:17,618
Finished-Time:	2025-08-22 20:54:17,920
Time-Consumption	0.302s

Testsummary:

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

3.1.40 ViDevLight.state (ffe.kitchen.circulation_pump) → Shelly.relay/0 (ffe.kitchen.circulation_pump)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:17,920
Finished-Time:	2025-08-22 20:54:18,223
Time-Consumption	0.303s

Testsummary:

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

3.1.41 Shelly.relay/0 (ffe.kitchen.circulation_pump) → ViDevLight.state (ffe.kitchen.circulation_pump)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:18,223
Finished-Time:	2025-08-22 20:54:18,526
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Shelly.relay/0 (ffe.kitchen.circulation_pump) to True
Success	Value for ViDevLight.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 ViDevLight.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:	2025-08-22 20:54:18,526
Finished-Time:	2025-08-22 20:54:19,031
Time-Consumption	0.505s

Testsummary:

Info	Prepare: Setting devices to last state 30
Success	Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Info	Setting state of ViDevHeating.temp_setp (ffe.kitchen.heating_valve) to 15
Success	Value for 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 ViDevLight.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:	2025-08-22 20:54:19,031
Finished-Time:	2025-08-22 20:54:19,334
Time-Consumption	0.303s

Testsummary:

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

3.1.44 Shelly.relay/0 (ffe.floor.main_light) → ViDevLight.state (ffe.floor.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:19,334
Finished-Time:	2025-08-22 20:54:19,637
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:19,637
Finished-Time:	2025-08-22 20:54:19,940
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:19,940
Finished-Time:	2025-08-22 20:54:20,243
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.livingroom.main_light) to True
Success	Value for ViDevLight.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 ViDevLight.state (ffw.livingroom.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.47 ViDevLight.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:	2025-08-22 20:54:20,244
Finished-Time:	2025-08-22 20:54:21,051
Time-Consumption	0.807s

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

3.1.48 Light.brightness (ffw.livingroom.main_light) → ViDevLight.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:	2025-08-22 20:54:21,051
Finished-Time:	2025-08-22 20:54:21,859
Time-Consumption	0.808s

Testsummary:

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

3.1.49 ViDevLight.color_temp (ffw.livingroom.main_light) → Light.color_temp (ffw.livingroom.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:21,859
Finished-Time:	2025-08-22 20:54:22,666
Time-Consumption	0.807s

Testsummary:

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

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

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

Testresult

This test was passed with the state: Success. 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:	2025-08-22 20:54:22,666
Finished-Time:	2025-08-22 20:54:23,474
Time-Consumption	0.808s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 0
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 2
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 2 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 4
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 4 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 6
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 6 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 8
Success	Value for ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (ffw.livingroom.main_light) to 10
Success	Value for ViDevLight.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:	2025-08-22 20:54:23,474
Finished-Time:	2025-08-22 20:54:23,978
Time-Consumption	0.505s

Testsummary:

Info	Prepare: Setting devices to last state 30
Success	Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Info	Setting state of ViDevHeating.temp_setp (ffw.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 ViDevLight.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:	2025-08-22 20:54:23,979
Finished-Time:	2025-08-22 20:54:24,281
Time-Consumption	0.303s

Testsummary:

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

3.1.53 Shelly.relay/0 (ffw.sleep.main_light) → ViDevLight.state (ffw.sleep.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:24,282
Finished-Time:	2025-08-22 20:54:24,584
Time-Consumption	0.303s

Testsummary:

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

3.1.54 ViDevLight.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:	2025-08-22 20:54:24,585
Finished-Time:	2025-08-22 20:54:25,393
Time-Consumption	0.808s

Testsummary:

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

Success	Value for Light.brightness (ffw.sleep.main_light) is correct (Content 80 and Type is <class 'int'>).
Info	Setting state of ViDevLight.brightness (ffw.sleep.main_light) to 100
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) → ViDevLight.brightness (ffw.sleep.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:25,393
Finished-Time:	2025-08-22 20:54:26,200
Time-Consumption	0.807s

Testsummary:

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

3.1.56 ViDevHeating.temp_setp (ffw.sleep.heating_valve) → HeatingValve.temp_setp (ffw.sleep.heating_valve)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:26,201

Finished-Time:	2025-08-22 20:54:26,705
Time-Consumption	0.505s

Testsummary:	
Info	Prepare: Setting devices to last state 30
Success	Start state (master, slave) is correct (Content (30, 30) and Type is <class 'tuple'>).
Info	Setting state of ViDevHeating.temp_setp (ffw.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 ViDevLight.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:	2025-08-22 20:54:26,705
Finished-Time:	2025-08-22 20:54:27,008
Time-Consumption	0.303s

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:27,008

Finished-Time:	2025-08-22 20:54:27,312
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.julian.main_light) to True
Success	Value for ViDevLight.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 ViDevLight.state (ffw.julian.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.59 ViDevLight.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:	2025-08-22 20:54:27,312
Finished-Time:	2025-08-22 20:54:28,119
Time-Consumption	0.808s

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

3.1.60 Light.brightness (ffw.julian.main_light) → ViDevLight.brightness (ffw.julian.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:28,120
Finished-Time:	2025-08-22 20:54:28,928
Time-Consumption	0.808s

Testsummary:

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

3.1.61 ViDevLight.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:	2025-08-22 20:54:28,928
Finished-Time:	2025-08-22 20:54:29,735
Time-Consumption	0.807s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

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

3.1.62 Light.color_temp (ffw.julian.main_light) → ViDevLight.color_temp (ffw.julian.main_light)

Testresult

This test was passed with the state: **Success**. 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:	2025-08-22 20:54:29,735
Finished-Time:	2025-08-22 20:54:30,543
Time-Consumption	0.808s

Testsummary:

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

3.1.63 ViDevHeating.temp_setp (ffw.julian.heating_valve) → HeatingValve.temp_setp (ffw.julian.heating_valve)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:30,543
Finished-Time:	2025-08-22 20:54:31,047
Time-Consumption	0.504s

Testsummary:

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

3.1.64 ViDevLight.state (ffw.bath.main_light) → Shelly.relay/0 (ffw.bath.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:31,047
Finished-Time:	2025-08-22 20:54:31,350
Time-Consumption	0.303s

Testsummary:

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

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

3.1.65 Shelly.relay/0 (ffw.bath.main_light) → ViDevLight.state (ffw.bath.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:31,351
Finished-Time:	2025-08-22 20:54:31,653
Time-Consumption	0.303s

Testsummary:

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

3.1.66 ViDevHeating.temp_setp (ffw.bath.heating_valve) → HeatingValve.temp_setp (ffw.bath.heating_valve)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:31,654
Finished-Time:	2025-08-22 20:54:32,158
Time-Consumption	0.504s

Testsummary:

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

Info	Setting state of ViDevHeating.temp_setp (ffw.bath.heating_valve) to 30
Success	Value for HeatingValve.temp_setp (ffw.bath.heating_valve) is correct (Content 30 and Type is <class 'int'>).

3.1.67 ViDevLight.state (ffw.floor.main_light) → Shelly.relay/0 (ffw.floor.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:32,158
Finished-Time:	2025-08-22 20:54:32,461
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:32,461
Finished-Time:	2025-08-22 20:54:32,764
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:32,764
Finished-Time:	2025-08-22 20:54:33,067
Time-Consumption	0.303s

Testsummary:

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

3.1.70 Shelly.relay/0 (gfw.dirk.main_light) → ViDevLight.state (gfw.dirk.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:33,067
Finished-Time:	2025-08-22 20:54:33,370
Time-Consumption	0.303s

Testsummary:

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

3.1.71 ViDevLight.state (gfw.dirk.desk_light) → Light.state (gfw.dirk.desk_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:33,370
Finished-Time:	2025-08-22 20:54:33,673
Time-Consumption	0.302s

Testsummary:

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

3.1.72 Light.state (gfw.dirk.desk_light) → ViDevLight.state (gfw.dirk.desk_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:33,673
Finished-Time:	2025-08-22 20:54:33,976
Time-Consumption	0.303s

Testsummary:

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

3.1.73 ViDevLight.state (gfw.dirk.pc_dock) → Powerplug1P.state (gfw.dirk.dock)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:33,976
Finished-Time:	2025-08-22 20:54:34,279
Time-Consumption	0.303s

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:34,279
Finished-Time:	2025-08-22 20:54:34,582
Time-Consumption	0.303s

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:34,582
Finished-Time:	2025-08-22 20:54:34,885
Time-Consumption	0.303s

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

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:34,885
Finished-Time:	2025-08-22 20:54:35,188
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:35,189
Finished-Time:	2025-08-22 20:54:35,491
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:35,492
Finished-Time:	2025-08-22 20:54:35,794
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:35,795
Finished-Time:	2025-08-22 20:54:36,097
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:36,097
Finished-Time:	2025-08-22 20:54:36,400
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:36,401
Finished-Time:	2025-08-22 20:54:36,703
Time-Consumption	0.303s

Testsummary:

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

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

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:36,704
Finished-Time:	2025-08-22 20:54:37,006
Time-Consumption	0.303s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Powerplug4P.bluetooth (gfw.dirk.powerplug) to True
Success	Value for ViDevLight.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 ViDevLight.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:	2025-08-22 20:54:37,006
Finished-Time:	2025-08-22 20:54:37,309
Time-Consumption	0.303s

Testsummary:	
Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Powerplug4P.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:	2025-08-22 20:54:37,309
Finished-Time:	2025-08-22 20:54:37,611
Time-Consumption	0.302s

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:	2025-08-22 20:54:37,612
Finished-Time:	2025-08-22 20:54:37,914
Time-Consumption	0.302s

Testsummary:

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

3.1.86 ViDevLight.brightness (gfw.dirk.main_light) → Light.brightness (gfw.dirk.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:37,914
Finished-Time:	2025-08-22 20:54:38,721
Time-Consumption	0.807s

Testsummary:

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

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

3.1.87 Light.brightness (gfw.dirk.main_light) → ViDevLight.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:	2025-08-22 20:54:38,722
Finished-Time:	2025-08-22 20:54:39,529
Time-Consumption	0.808s

Testsummary:

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

3.1.88 ViDevLight.color_temp (gfw.dirk.main_light) → Light.color_temp (gfw.dirk.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:39,529
Finished-Time:	2025-08-22 20:54:40,336
Time-Consumption	0.807s

Testsummary:

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

3.1.89 Light.color_temp (gfw.dirk.main_light) → ViDevLight.color_temp (gfw.dirk.main_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:40,336
Finished-Time:	2025-08-22 20:54:41,144
Time-Consumption	0.808s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Info	Setting state of Light.color_temp (gfw.dirk.main_light) to 0
Success	Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 0 and Type is <class 'int'>).
Info	Setting state of Light.color_temp (gfw.dirk.main_light) to 2

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

3.1.90 ViDevLight.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:	2025-08-22 20:54:41,144
Finished-Time:	2025-08-22 20:54:41,951
Time-Consumption	0.807s

Testsummary:

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

3.1.91 Light.brightness (gfw.dirk.desk_light) → ViDevLight.brightness (gfw.dirk.desk_light)

Testresult

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

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:41,951
Finished-Time:	2025-08-22 20:54:42,758
Time-Consumption	0.807s

Testsummary:

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

3.1.92 ViDevLight.color_temp (gfw.dirk.desk_light) → Light.color_temp (gfw.dirk.desk_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.92!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:42,758
Finished-Time:	2025-08-22 20:54:43,565
Time-Consumption	0.807s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).

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

3.1.93 Light.color_temp (gfw.dirk.desk_light) → ViDevLight.color_temp (gfw.dirk.desk_light)

Testresult

This test was passed with the state: **Success**. 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:	2025-08-22 20:54:43,566
Finished-Time:	2025-08-22 20:54:44,373
Time-Consumption	0.808s

Testsummary:

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

Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 10
Success	Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 10 and Type is <class 'int'>).

3.1.94 ViDevHeating.temp_setp (gfw.dirk.heating_valve) → HeatingValve.temp_setp (gfw.dirk.heating_valve)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.94!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:44,374
Finished-Time:	2025-08-22 20:54:44,878
Time-Consumption	0.505s

Testsummary:

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

3.1.95 ViDevLight.state (gfw.marion.main_light) → Shelly.relay/0 (gfw.marion.main_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.95!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:44,878
Finished-Time:	2025-08-22 20:54:45,181
Time-Consumption	0.303s

Testsummary:

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

Info	Setting state of ViDevLight.state (gfw.marion.main_light) to False
Success	Value for Shelly.relay/0 (gfw.marion.main_light) is correct (Content False and Type is <class 'bool'>).

3.1.96 Shelly.relay/0 (gfw.marion.main_light) → ViDevLight.state (gfw.marion.main_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.96!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:45,181
Finished-Time:	2025-08-22 20:54:45,484
Time-Consumption	0.303s

Testsummary:

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

3.1.97 ViDevLight.state (gfw.marion.window_light) → Light.state (gfw.marion.window_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.97!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:45,484
Finished-Time:	2025-08-22 20:54:45,787
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of ViDevLight.state (gfw.marion.window_light) to True
Success	Value for Light.state (gfw.marion.window_light) is correct (Content True and Type is <class 'bool'>).
Info	Setting state of ViDevLight.state (gfw.marion.window_light) to False
Success	Value for Light.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

3.1.98 Light.state (gfw.marion.window_light) → ViDevLight.state (gfw.marion.window_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.98!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:45,787
Finished-Time:	2025-08-22 20:54:46,090
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Light.state (gfw.marion.window_light) to True
Success	Value for ViDevLight.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 ViDevLight.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:	2025-08-22 20:54:46,090
Finished-Time:	2025-08-22 20:54:46,393
Time-Consumption	0.303s

Testsummary:

Info	Prepare: Setting devices to last state False
Success	Start state (master, slave) is correct (Content (False, False) and Type is <class 'tuple'>).
Info	Setting state of Shelly.relay/0 (gfw.marion.main_light) to True
Success	Value for 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:	2025-08-22 20:54:46,393
Finished-Time:	2025-08-22 20:54:46,897
Time-Consumption	0.504s

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 ViDevLight.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:	2025-08-22 20:54:46,898
Finished-Time:	2025-08-22 20:54:47,201
Time-Consumption	0.303s

Testsummary:

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

3.1.102 Shelly.relay/0 (gfw.floor.main_light) → ViDevLight.state (gfw.floor.main_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.102!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:47,201
Finished-Time:	2025-08-22 20:54:47,504
Time-Consumption	0.303s

Testsummary:

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

3.1.103 ViDevLight.brightness (gfw.floor.main_light) → Light.brightness (gfw.floor.main_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.103!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:47,504
Finished-Time:	2025-08-22 20:54:48,311
Time-Consumption	0.807s

Testsummary:

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

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

3.1.104 Light.brightness (gfw.floor.main_light) → ViDevLight.brightness (gfw.floor.main_light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.104!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:48,312
Finished-Time:	2025-08-22 20:54:49,121
Time-Consumption	0.809s

Testsummary:

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

3.1.105 ViDevLight.color_temp (gfw.floor.main_light) → Light.color_temp (gfw.floor.main_light)

Testresult

This test was passed with the state: Success. See also full trace in section A.1.105!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:49,121
Finished-Time:	2025-08-22 20:54:49,928
Time-Consumption	0.807s

Testsummary:

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

3.1.106 Light.color_temp (gfw.floor.main_light) → ViDevLight.color_temp (gfw.floor.main_light)

Testresult

This test was passed with the state: **Success**. See also full trace in section A.1.106!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:49,929
Finished-Time:	2025-08-22 20:54:50,737
Time-Consumption	0.809s

Testsummary:

Info	Prepare: Switching on device
Info	Prepare: Setting devices to last state 10
Success	Start state (master, slave) is correct (Content (10, 10) and Type is <class 'tuple'>).
Info	Setting state of Light.color_temp (gfw.floor.main_light) to 0
Success	Value for ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 10 and Type is <class 'int'>).

3.1.107 ViDevLight.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:	2025-08-22 20:54:50,737
Finished-Time:	2025-08-22 20:54:51,040
Time-Consumption	0.303s

Testsummary:

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

Testresult

This test was passed with the state: Success. See also full trace in section A.1.108!

Testrun:	python3.13.5
Caller:	/home/dirk/work/smarthome_collection/smart_brain_test/report/__init__.py (329)
Start-Time:	2025-08-22 20:54:51,040
Finished-Time:	2025-08-22 20:54:51,343
Time-Consumption	0.303s

Testsummary:

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

Success	Value for ViDevLight.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 zigbee_gfw/gfw/dirk/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/gfw/dirk/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/gfw/dirk/heating_valve/user_temperature_setpoint and payload
↪  b'20'
Received message with topic videv/ffw/floor/main_light/state and payload b'false'
Received message with topic videv/ffw/julian/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffw/bath/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/bath/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffw/bath/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffw/bath/heating_valve/user_temperature_setpoint and payload
↪  b'20'
Received message with topic videv/ffw/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
↪  payload b'20'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
↪  "off"}'
Received message with topic videv/ffw/sleep/main_light/state and payload b'false'
```

```
Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffe/floor/main_light/state and payload b'false'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and
↪  payload b'20'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪  "off"}'
Received message with topic videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'
Received message with topic videv/ffe/diningroom/garland/state and payload b'false'
Received message with topic __info__ and payload b'null'
Received message with topic videv/ffe/sleep/main_light/state and payload b'false'
Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'false'
Received message with topic zigbee_ffe/ffe/sleep/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffe/sleep/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint and
↪  payload b'20'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"state": "off"}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"state": "off"}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"state": "off"}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  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 videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'false'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Received message with topic videv/ffe/livingroom/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffe/livingroom/heating_valve/user_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/stw/stairway/main_light/state and payload b'false'
Received message with topic __info__ and payload b'{"app_name": "smart_brain", "version":
↪  {"readable": "1.3.0", "major": 1, "minor": 3, "patch": 0}, "git": {"url":
↪  "https://git.mount-mockery.de/smarthome/smart_brain.git", "ref":
↪  "507b67d91a5efca44fc52f3ccee96215f231ffd5"}}'
```

A.1.2 ViDevLight.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 ViDevLight.state (ffe.livingroom.main_light) to True

```
Sending message with topic videv/ffe/livingroom/main_light/state/set and payload true
Received message with topic shellies/ffe/livingroom/main_light/relay/0/command and payload
↪  b'on'
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload on
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'true'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'50'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'5'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
```

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 ViDevLight.state (ffe.livingroom.main_light) to False

```
Sending message with topic videv/ffe/livingroom/main_light/state/set and payload false
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'50'
Received message with topic videv/ffe/livingroom/floorlamp/color_temp and payload b'5'
```

```
Received message with topic shellies/ffe/livingroom/main_light/relay/0/command and payload
↪  b'off'
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'off'
Received message with topic 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 videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
```

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) → ViDevLight.state (ffe.livingroom.main_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/livingroom/main_light/state/set and payload false
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'
```

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

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

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

```
Sending message with topic shellies/ffe/livingroom/main_light/relay/0 and payload on
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffe/livingroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪  b'{"state": "on"}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
```

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

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

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 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 videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'
```

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

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

A.1.4 ViDevLight.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 ViDevLight.state (ffe.livingroom.floorlamp) to True

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

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  b'{"state": "on"}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "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 ViDevLight.state (ffe.livingroom.floorlamp) to False

```
Sending message with topic videv/ffe/livingroom/floorlamp/state/set and payload false
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  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) → ViDevLight.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 ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content True and Type is <class 'bool'>).

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

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "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 ViDevLight.state (ffe.livingroom.floorlamp) is correct (Content False and Type is <class 'bool'>).

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

A.1.6 Shelly.relay/0 (ffe.livingroom.main_light) → 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 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/state and payload b'true'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
```

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 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 videv/ffe/livingroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "off", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'false'
```

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

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

A.1.7 ViDevLight.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 ViDevLight.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 ViDevLight.state (ffe.livingroom.xmas_tree) to False

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

```
Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload {"state": "off"}
Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload b'{"state":
↪  "off"}'
Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'false'
```

Success	Value for Powerplug1P.state (ffe.livingroom.xmas-tree) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for Powerplug1P.state (ffe.livingroom.xmas-tree)): False (<class 'bool'>)
Expectation (Value for Powerplug1P.state (ffe.livingroom.xmas-tree)): result = False (<class
↪  'bool'>)
```

A.1.8 Powerplug1P.state (ffe.livingroom.xmas-tree) → ViDevLight.state (ffe.livingroom.xmas_tree)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload {"state": "on"}
Received message with topic zigbee_ffe/ffe/livingroom/xmas-tree and payload b'{"state": "on"}'
Received message with topic videv/ffe/livingroom/xmas_tree/state and payload b'true'
```

Success	Value for ViDevLight.state (ffe.livingroom.xmas_tree) is correct (Content True and Type is <class 'bool'>).

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

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

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

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

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

A.1.9 ViDevLight.brightness (ffe.livingroom.main_light) → Light.brightness (ffe.livingroom.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

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

```
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"state": "on"}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"state": "on"}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  b'{"state": "on"}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪  b'{"state": "on"}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪  b'{"state": "on"}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffe/livingroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/state and payload b'true'
```

Info Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 100
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  b'{"brightness": 254}'
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'100'
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 0
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  b'{"brightness": 1}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'0'
```

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 ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.brightness (ffe.livingroom.main_light) to 80

```
Sending message with topic videv/ffe/livingroom/main_light/brightness/set and payload 80
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'80'
```

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

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

Info Setting state of ViDevLight.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) → ViDevLight.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 ViDevLight.brightness (ffe.livingroom.main_light) is correct (Content 0 and Type is <class 'int'>).

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'20'
```

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

```
Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.main_light)): result = 20 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'40'
```

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

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'60'
```

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

```
Result (Value for ViDevLight.brightness (ffe.livingroom.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.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 ViDevLight.brightness (ffe.livingroom.main_light) is correct (Content 80 and Type is <class 'int'>).

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/main_light/brightness and payload b'100'
```

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

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

A.1.11 ViDevLight.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 ViDevLight.color_temp (ffe.livingroom.main_light) to 0

```
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 0
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  b'{"color_temp": 250}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}'
```

```
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'0'
```

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

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

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

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

```
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 2
```

```
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  b'{"color_temp": 291}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}'
```

```
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'2'
```

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 ViDevLight.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 ViDevLight.color_temp (ffe.livingroom.main_light) to 6

```
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 6
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  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 ViDevLight.color_temp (ffe.livingroom.main_light) to 8

```
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 8
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  b'{"color_temp": 413}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'8'
```

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 ViDevLight.color_temp (ffe.livingroom.main_light) to 10

```
Sending message with topic videv/ffe/livingroom/main_light/color_temp/set and payload 10
Received message with topic zigbee_ffe/ffe/livingroom/main_light/set and payload
↪  b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
```

```
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'10'
```

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

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

A.1.12 Light.color_temp (ffe.livingroom.main_light) → ViDevLight.color_temp (ffe.livingroom.main_light)

Testresult

This test was passed with the state: **Success**.

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

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

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

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'4'
```

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

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

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

```
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 6 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'8'
```

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

```
Result (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.main_light)): result = 8 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffe/livingroom/main_light/color_temp and payload b'10'
```

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

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

A.1.13 ViDevLight.brightness (ffe.livingroom.floorlamp) → Light.brightness (ffe.livingroom.floor_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

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 ViDevLight.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 ViDevLight.brightness (ffe.livingroom.floorlamp) to 20

```
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 20
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"brightness": 52}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"brightness": 52}'
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"brightness": 52}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  b'{"brightness": 52}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪  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 ViDevLight.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 ViDevLight.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 ViDevLight.brightness (ffe.livingroom.floorlamp) to 80

```
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 80
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4/set and payload
↪  b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5/set and payload
↪  b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6/set and payload
↪  b'{"brightness": 203}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "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 ViDevLight.brightness (ffe.livingroom.floorlamp) to 100

```
Sending message with topic videv/ffe/livingroom/floorlamp/brightness/set and payload 100
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"brightness": 254}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"brightness": 254}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  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) → ViDevLight.brightness (ffe.livingroom.floorlamp)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 100

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

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'0'
```

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

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload b'{"state":
↪  "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload b'{"state":
↪  "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload b'{"state":
↪  "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload b'{"state":
↪  "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload b'{"state":
↪  "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload b'{"state":
↪  "on", "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffe/livingroom/floorlamp/brightness and payload b'20'
```

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

```
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): result = 20 (<class
↪  '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 ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.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 ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 60 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.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 ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 80 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (ffe.livingroom.floorlamp)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.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 ViDevLight.brightness (ffe.livingroom.floorlamp) is correct (Content 100 and Type is <class 'int'>).

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

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

A.1.15 ViDevLight.color_temp (ffe.livingroom.floorlamp) → Light.color_temp (ffe.livingroom.floor_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 10

```
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 10
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_6 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"color_temp": 454}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  b'{"color_temp": 454}'
```

```
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_3/set and payload
↪  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_4/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_5/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_6/set and payload
↪  b'{"color_temp": 454}'
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 ViDevLight.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 ViDevLight.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 ViDevLight.color_temp (ffe.livingroom.floorlamp) to 4

```
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 4
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"color_temp": 332}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  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 ViDevLight.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 ViDevLight.color_temp (ffe.livingroom.floorlamp) to 8

```
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 8
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  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 ViDevLight.color_temp (ffe.livingroom.floorlamp) to 10

```
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 10
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_1/set and payload
↪  b'{"color_temp": 454}'
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffe/ffe/livingroom/floor_light_2/set and payload
↪  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) → ViDevLight.color_temp (ffe.livingroom.floorlamp)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 10

```
Sending message with topic videv/ffe/livingroom/floorlamp/color_temp/set and payload 10
```

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 ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 0 and Type is <class 'int'>).

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "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 ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 2 and Type is <class 'int'>).

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

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

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

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "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 ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 6 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): result = 6 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_3 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_4 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_ffe/ffe/livingroom/floor_light_5 and payload {"state": "on",
↪  "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 ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 8 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (ffe.livingroom.floorlamp)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.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 ViDevLight.color_temp (ffe.livingroom.floorlamp) is correct (Content 10 and Type is <class 'int'>).

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

A.1.17 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 and payload
↪  b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_ffe/ffe/livingroom/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 30}'
Received message with topic 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'
```

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 ViDevLight.state (ffe.sleep.main_light) → Shelly.relay/0 (ffe.sleep.main_light)

Testresult
This test was passed with the state: Success.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/sleep/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic videv/ffe/sleep/main_light/state/set and payload false
Received message with topic shellies/ffe/sleep/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload off
Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/sleep/main_light/state and payload b'false'
```

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

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

A.1.19 Shelly.relay/0 (ffe.sleep.main_light) → ViDevLight.state (ffe.sleep.main_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/sleep/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload on
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/state and payload b'true'
```

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

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

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

```
Sending message with topic shellies/ffe/sleep/main_light/relay/0 and payload off
Received message with topic shellies/ffe/sleep/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/sleep/main_light/state and payload b'false'
```

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

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

A.1.20 ViDevLight.state (ffe.sleep.bed_light_di) → Light.state (ffe.sleep.bed_light_di)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
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 ViDevLight.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 ViDevLight.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) → ViDevLight.state (ffe.sleep.bed_light_di)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

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

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

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

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

```
Result (Value for ViDevLight.state (ffe.sleep.bed_light_di)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.sleep.bed_light_di)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "off",
↪  "brightness": 127.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "off",
↪  "brightness": 127.0}'
Received message with topic videv/ffe/sleep/bed_light_di/state and payload b'false'
```

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

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

A.1.22 ViDevLight.state (ffe.sleep.bed_light_ma) → Powerplug1P.state (ffe.sleep.bed_light_ma)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/sleep/bed_light_ma/state/set and payload false
```

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

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

Info Setting state of ViDevLight.state (ffe.sleep.bed_light_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 ViDevLight.state (ffe.sleep.bed_light_ma) to False

```
Sending message with topic videv/ffe/sleep/bed_light_ma/state/set and payload false
Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload {"state": "off"}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload b'{"state": "off"}'
Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'false'
```

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

```
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) → ViDevLight.state (ffe.sleep.bed_light_ma)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/sleep/bed_light_ma/state/set and payload false
```

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

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

Info	Setting state of Powerplug1P.state (ffe.sleep.bed_light_ma) to True

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload {"state": "on"}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload b'{"state": "on"}'
Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'true'
```

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

```
Result (Value for ViDevLight.state (ffe.sleep.bed_light_ma)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.sleep.bed_light_ma)): result = True (<class
↪  'bool'>)
```

Info	Setting state of Powerplug1P.state (ffe.sleep.bed_light_ma) to False

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload {"state": "off"}
```

```
Received message with topic zigbee_ffe/ffe/sleep/bed_light_ma and payload b'{"state": "off"}'
Received message with topic videv/ffe/sleep/bed_light_ma/state and payload b'false'
```

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

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

A.1.24 ViDevLight.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 ViDevLight.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 ViDevLight.brightness (ffe.sleep.main_light) to 20

```
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 20
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
↪  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 ViDevLight.brightness (ffe.sleep.main_light) to 40

```
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 40
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
↪  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 ViDevLight.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 ViDevLight.brightness (ffe.sleep.main_light) to 80

```
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 80
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
↪  203}'
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'80'
```

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

```
Result (Value for Light.brightness (ffe.sleep.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.main_light)): result = 80 (<class 'int'>)
```

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

```
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 100
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"brightness":
↪  254}'
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "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) → ViDevLight.brightness (ffe.sleep.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffe/sleep/main_light/brightness/set and payload 100
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'0'
```

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

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

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

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

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

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

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

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/ffe/sleep/main_light/brightness and payload b'60'
```

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

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

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

```
Result (Value for ViDevLight.brightness (ffe.sleep.main_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.main_light)): result = 80 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "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 ViDevLight.brightness (ffe.sleep.main_light) is correct (Content 100 and Type is <class 'int'>).

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

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

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

Testresult
This test was passed with the state: **Success**.

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 ViDevLight.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 ViDevLight.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 ViDevLight.color_temp (ffe.sleep.main_light) to 4

```
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 4
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":
↪ 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 ViDevLight.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 ViDevLight.color_temp (ffe.sleep.main_light) to 8

```
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 8
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":
↪  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 ViDevLight.color_temp (ffe.sleep.main_light) to 10

```
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 10
Received message with topic zigbee_ffe/ffe/sleep/main_light/set and payload b'{"color_temp":
↪  454}'
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) → ViDevLight.color_temp (ffe.sleep.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 10

```
Sending message with topic videv/ffe/sleep/main_light/color_temp/set and payload 10
```

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

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

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

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'0'
```

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

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

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 ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 2 (<class
↪  'int'>)
```

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

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

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

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'6'
```

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

```
Result (Value for ViDevLight.color_temp (ffe.sleep.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffe.sleep.main_light)): result = 6 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "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 ViDevLight.color_temp (ffe.sleep.main_light) is correct (Content 8 and Type is <class 'int'>).

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

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

```
Sending message with topic zigbee_ffe/ffe/sleep/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Received message with topic zigbee_ffe/ffe/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/ffe/sleep/main_light/color_temp and payload b'10'
```

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

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

A.1.28 ViDevLight.brightness (ffe.sleep.bed_light_di) → Light.brightness (ffe.sleep.bed_light_di)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Switching on device

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
↪  "brightness": 127.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
↪  "brightness": 127.0}'
Received message with topic videv/ffe/sleep/bed_light_di/state and payload b'true'
```

Info	Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 100
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
↪  "brightness": 254.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
↪  254}'
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
↪  "brightness": 254.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'100'
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

Info	Setting state of ViDevLight.brightness (ffe.sleep.bed_light_di) to 0

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 0
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
↪  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 ViDevLight.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 ViDevLight.brightness (ffe.sleep.bed_light_di) to 40

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 40
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
↪  102}'
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
↪  "brightness": 102.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
↪  "brightness": 102.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'40'
```

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

```
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 40 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 40 (<class 'int'>)
```

Info Setting state of ViDevLight.brightness (ffe.sleep.bed_light_di) to 60

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 60
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 ViDevLight.brightness (ffe.sleep.bed_light_di) to 80

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 80
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
↪  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 ViDevLight.brightness (ffe.sleep.bed_light_di) to 100

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 100
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di/set and payload b'{"brightness":
↪  254}'
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
↪  "brightness": 254.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
↪  "brightness": 254.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'100'
```

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

```
Result (Value for Light.brightness (ffe.sleep.bed_light_di)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (ffe.sleep.bed_light_di)): result = 100 (<class
↪  'int'>)
```

A.1.29 Light.brightness (ffe.sleep.bed_light_di) → ViDevLight.brightness (ffe.sleep.bed_light_di)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffe/sleep/bed_light_di/brightness/set and payload 100
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
↪  "brightness": 1.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
↪  "brightness": 1.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'0'
```

Success	Value for ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 0 and Type is <class 'int'>).

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

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

```
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 20 (<class
↪  '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 ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 40 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
↪  "brightness": 153.0}
Received message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload b'{"state": "on",
↪  "brightness": 153.0}'
Received message with topic videv/ffe/sleep/bed_light_di/brightness and payload b'60'
```

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

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

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

```
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 80 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/sleep/bed_light_di and payload {"state": "on",
↪  "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 ViDevLight.brightness (ffe.sleep.bed_light_di) is correct (Content 100 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffe.sleep.bed_light_di)): result = 100 (<class
↪  'int'>)
```

A.1.30 ViDevHeating.temp_setp (ffe.sleep.heating_valve) → HeatingValve.temp_setp (ffe.sleep.heating_valve)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state 30

```
Sending message with topic videv/ffe/sleep/heating_valve/user_temperature_setpoint/set and
↪  payload 30
Sending message with topic zigbee_ffe/ffe/sleep/heating_valve and payload
↪  {"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 ViDevLight.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 ViDevLight.state (ffe.diningroom.main_light) to True

```
Sending message with topic videv/ffe/diningroom/main_light/state/set and payload true
Received message with topic shellies/ffe/diningroom/main_light/relay/0/command and payload
↪ b'on'
Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload on
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪ "on"}'
Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "on"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":
↪ "on"}'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true'
```

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

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

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

```
Sending message with topic videv/ffe/diningroom/main_light/state/set and payload false
Received message with topic shellies/ffe/diningroom/main_light/relay/0/command and payload
↪ b'off'
Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪ "off"}'
Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "off"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":
↪ "off"}'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'
```

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

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

A.1.32 Shelly.relay/0 (ffe.diningroom.main_light) → ViDevLight.state (ffe.diningroom.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

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

```
Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload on
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "on"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":
↪  "on"}'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true'
```

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

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

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

```
Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "off"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":
↪  "off"}'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'
```

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

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

A.1.33 ViDevLight.state (ffe.diningroom.floorlamp) → Powerplug1P.state (ffe.diningroom.floor_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

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

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

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

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

```
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 ViDevLight.state (ffe.diningroom.floorlamp) is correct (Content False and Type is <class 'bool'>).

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

A.1.35 Shelly.relay/0 (ffe.diningroom.main_light) → Powerplug1P.state (ffe.diningroom.floor_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

```
Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload on
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "on"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'true'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":
↪  "on"}'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'true'
```

Success	Value for Powerplug1P.state (ffe.diningroom.floor_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for Powerplug1P.state (ffe.diningroom.floor_light)): True (<class 'bool'>)
Expectation (Value for Powerplug1P.state (ffe.diningroom.floor_light)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic shellies/ffe/diningroom/main_light/relay/0 and payload off
Received message with topic shellies/ffe/diningroom/main_light/relay/0 and payload b'off'
```

```
Received message with topic zigbee_ffe/ffe/diningroom/floor_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_ffe/ffe/diningroom/floor_light and payload {"state": "off"}
Received message with topic videv/ffe/diningroom/main_light/state and payload b'false'
Received message with topic zigbee_ffe/ffe/diningroom/floor_light and payload b'{"state":
↪  "off"}'
Received message with topic videv/ffe/diningroom/floorlamp/state and payload b'false'
```

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 ViDevLight.state (ffe.diningroom.garland) → Powerplug1P.state (ffe.diningroom.garland)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

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

```
Sending message with topic videv/ffe/diningroom/garland/state/set and payload true
Received message with topic zigbee_ffe/ffe/diningroom/garland/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "on"}
Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "on"}'
Received message with topic videv/ffe/diningroom/garland/state and payload b'true'
```

Success	Value for Powerplug1P.state (ffe.diningroom.garland) is correct (Content True and Type is <class '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 ViDevLight.state (ffe.diningroom.garland) to False

```
Sending message with topic videv/ffe/diningroom/garland/state/set and payload false
Received message with topic zigbee_ffe/ffe/diningroom/garland/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "off"}
Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "off"}'
Received message with topic videv/ffe/diningroom/garland/state and payload b'false'
```

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

```
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) → ViDevLight.state (ffe.diningroom.garland)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

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

```
Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "on"}
Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "on"}'
Received message with topic videv/ffe/diningroom/garland/state and payload b'true'
```

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

```
Result (Value for ViDevLight.state (ffe.diningroom.garland)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.diningroom.garland)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic zigbee_ffe/ffe/diningroom/garland and payload {"state": "off"}
```

```
Received message with topic zigbee_ffe/ffe/diningroom/garland and payload b'{"state": "off"}'
Received message with topic videv/ffe/diningroom/garland/state and payload b'false'
```

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

```
Result (Value for ViDevLight.state (ffe.diningroom.garland)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.diningroom.garland)): result = False (<class
↪  'bool'>)
```

A.1.38 ViDevLight.state (ffe.kitchen.main_light) → Shelly.relay/0 (ffe.kitchen.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/kitchen/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic videv/ffe/kitchen/main_light/state/set and payload true
Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload on
Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/kitchen/main_light_1/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'
```

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

```
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 ViDevLight.state (ffe.kitchen.main_light) to False

```
Sending message with topic videv/ffe/kitchen/main_light/state/set and payload false
Received message with topic shellies/ffe/kitchen/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload off
```

```
Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'false'
```

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

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

A.1.39 Shelly.relay/0 (ffe.kitchen.main_light) → ViDevLight.state (ffe.kitchen.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/kitchen/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic shellies/ffe/kitchen/main_light/relay/0 and payload on
Received message with topic shellies/ffe/kitchen/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffe/ffe/kitchen/main_light_1/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'
```

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

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

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

A.1.40 ViDevLight.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 ViDevLight.state (ffe.kitchen.circulation_pump) to True

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

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

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

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

```
Sending message with topic videv/ffe/kitchen/circulation_pump/state/set and payload false
Received message with topic zigbee_ffe/ffe/kitchen/main_light_1/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'
Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0/command and payload
↪  b'off'
Sending message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload off
```

```
Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'off'
```

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

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

A.1.41 Shelly.relay/0 (ffe.kitchen.circulation_pump) → ViDevLight.state (ffe.kitchen.circulation_pump)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/kitchen/circulation_pump/state/set and payload false
Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'0'
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'
```

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

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

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

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

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

```
Result (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): result = True (<class
↪  'bool'>)
```

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

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

```
Received message with topic shellies/ffe/kitchen/circulation_pump/relay/0 and payload b'off'
Received message with topic videv/ffe/kitchen/circulation_pump/timer and payload b'0'
Received message with topic videv/ffe/kitchen/circulation_pump/state and payload b'false'
```

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

```
Result (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffe.kitchen.circulation_pump)): result = False
↪  (<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 zigbee_ffe/ffe/kitchen/main_light_1/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic zigbee_ffe/ffe/kitchen/main_light_2/set and payload
↪  b'{"hue_power_on_behavior": "recover"}'
Received message with topic videv/ffe/kitchen/main_light/state and payload b'true'
```

```
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 25}'
Sending message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
↪  {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffe/kitchen/heating_valve/valve_temperature_setpoint and
↪  payload b'25'
Received message with topic videv/ffe/kitchen/heating_valve/user_temperature_setpoint and
↪  payload b'25'
Received message with topic zigbee_ffe/ffe/kitchen/heating_valve and payload
↪  b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
```

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

```
Result (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): result = 25
↪  (<class 'int'>)
```

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

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

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

```
Result (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): 30 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffe.kitchen.heating_valve)): result = 30
↪  (<class 'int'>)
```

A.1.43 ViDevLight.state (ffe.floor.main_light) → Shelly.relay/0 (ffe.floor.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/floor/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic videv/ffe/floor/main_light/state/set and payload true
Received message with topic shellies/ffe/floor/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload on
Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'on'
Received message with topic videv/ffe/floor/main_light/state and payload b'true'
```

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

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

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

```
Sending message with topic videv/ffe/floor/main_light/state/set and payload false
Received message with topic shellies/ffe/floor/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload off
Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/floor/main_light/state and payload b'false'
```

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

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

A.1.44 Shelly.relay/0 (ffe.floor.main_light) → ViDevLight.state (ffe.floor.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffe/floor/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload on
Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'on'
Received message with topic videv/ffe/floor/main_light/state and payload b'true'
```

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

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

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

```
Sending message with topic shellies/ffe/floor/main_light/relay/0 and payload off
Received message with topic shellies/ffe/floor/main_light/relay/0 and payload b'off'
Received message with topic videv/ffe/floor/main_light/state and payload b'false'
```

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

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

A.1.45 ViDevLight.state (ffw.livingroom.main_light) → Shelly.relay/0 (ffw.livingroom.main_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffw/livingroom/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic videv/ffw/livingroom/main_light/state/set and payload true
Received message with topic shellies/ffw/livingroom/main_light/relay/0/command and payload
↪  b'on'
Sending message with topic shellies/ffw/livingroom/main_light/relay/0 and payload on
```

```
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/state and payload b'true'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'50'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'5'
```

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

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

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

```
Sending message with topic videv/ffw/livingroom/main_light/state/set and payload false
Received message with topic shellies/ffw/livingroom/main_light/relay/0/command and payload
↪  b'off'
Sending message with topic shellies/ffw/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/livingroom/main_light/state and payload b'false'
```

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

```
Result (Value for Shelly.relay/0 (ffw.livingroom.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.livingroom.main_light)): result = False (<class
↪  'bool'>)
```

A.1.46 Shelly.relay/0 (ffw.livingroom.main_light) → ViDevLight.state (ffw.livingroom.main_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/ffw/livingroom/main_light/state/set and payload false
```

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

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

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

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

```
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/state and payload b'true'
```

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

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

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

```
Sending message with topic shellies/ffw/livingroom/main_light/relay/0 and payload off
Received message with topic shellies/ffw/livingroom/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/livingroom/main_light/state and payload b'false'
```

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

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

A.1.47 ViDevLight.brightness (ffw.livingroom.main_light) → Light.brightness (ffw.livingroom.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

```
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 ViDevLight.brightness (ffw.livingroom.main_light) to 0

```
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 0
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
↪  b'{"brightness": 1}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'0'
```

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 ViDevLight.brightness (ffw.livingroom.main_light) to 20

```
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 20
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
↪  b'{"brightness": 52}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffw/livingroom/main_light/brightness and payload b'20'
```

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 ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.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) → ViDevLight.brightness (ffw.livingroom.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffw/livingroom/main_light/brightness/set and payload 100
```

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

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

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

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

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

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

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

```
Result (Value for ViDevLight.brightness (ffw.livingroom.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.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 ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 80 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (ffw.livingroom.main_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.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 ViDevLight.brightness (ffw.livingroom.main_light) is correct (Content 100 and Type is <class 'int'>).

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

A.1.49 ViDevLight.color_temp (ffw.livingroom.main_light) → Light.color_temp (ffw.livingroom.main_light)

Testresult

This test was passed with the state: **Success**.

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 ViDevLight.color_temp (ffw.livingroom.main_light) to 0

```
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 0
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
↪  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 ViDevLight.color_temp (ffw.livingroom.main_light) to 2

```
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 2
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
↪  b'{"color_temp": 291}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffw/ffw/livingroom/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffw/livingroom/main_light/color_temp and payload b'2'
```

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 ViDevLight.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 ViDevLight.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 ViDevLight.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 ViDevLight.color_temp (ffw.livingroom.main_light) to 10

```
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 10
Received message with topic zigbee_ffw/ffw/livingroom/main_light/set and payload
↪  b'{"color_temp": 454}'
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
↪  "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) → ViDevLight.color_temp (ffw.livingroom.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

```
Sending message with topic videv/ffw/livingroom/main_light/color_temp/set and payload 10
```

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

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

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

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

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

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

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

```
Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): result = 6 (<class
↪  'int'>)
```

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

```
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 ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 8 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): result = 8 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/livingroom/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic 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 ViDevLight.color_temp (ffw.livingroom.main_light) is correct (Content 10 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (ffw.livingroom.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.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 and payload
↪  b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_ffw/ffw/livingroom/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffw/livingroom/heating_valve/valve_temperature_setpoint and
↪  payload b'30'
Received message with topic videv/ffw/livingroom/heating_valve/user_temperature_setpoint and
↪  payload b'30'
```

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 ViDevLight.state (ffw.sleep.main_light) → Shelly.relay/0 (ffw.sleep.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffw/sleep/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic videv/ffw/sleep/main_light/state/set and payload true
Received message with topic shellies/ffw/sleep/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload on
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 127.0}
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 127.0}'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'true'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'50'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

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 ViDevLight.state (ffw.sleep.main_light) to False

```
Sending message with topic videv/ffw/sleep/main_light/state/set and payload false
Received message with topic shellies/ffw/sleep/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload off
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'off'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

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

```
Result (Value for Shelly.relay/0 (ffw.sleep.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.sleep.main_light)): result = False (<class 'bool'>)
```

A.1.53 Shelly.relay/0 (ffw.sleep.main_light) → ViDevLight.state (ffw.sleep.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/ffw/sleep/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload on
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 127.0}
```

```
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 127.0}'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'true'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

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

```
Result (Value for ViDevLight.state (ffw.sleep.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffw.sleep.main_light)): result = True (<class
↪  '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 zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'false'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

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

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

A.1.54 ViDevLight.brightness (ffw.sleep.main_light) → Light.brightness (ffw.sleep.main_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Switching on device

```
Sending message with topic shellies/ffw/sleep/main_light/relay/0 and payload on
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 127.0}
```

```
Received message with topic shellies/ffw/sleep/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 127.0}'
Received message with topic zigbee_ffw/ffw/sleep/window_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_ffw/ffw/sleep/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/ffw/sleep/main_light/state and payload b'true'
Received message with topic zigbee_ffw/ffw/sleep/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

Info Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 100
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 254.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
↪  254}'
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 254.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'100'
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 0
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
↪  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 ViDevLight.brightness (ffw.sleep.main_light) to 20

```
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 20
```

```
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
↪  52}'
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 ViDevLight.brightness (ffw.sleep.main_light) to 40

```
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 40
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
↪  102}'
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 102.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 102.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'40'
```

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

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

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

```
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 60
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
↪  153}'
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 ViDevLight.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 ViDevLight.brightness (ffw.sleep.main_light) to 100

```
Sending message with topic videv/ffw/sleep/main_light/brightness/set and payload 100
Received message with topic zigbee_ffw/ffw/sleep/main_light/set and payload b'{"brightness":
↪ 254}'
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪ "brightness": 254.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪ "brightness": 254.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'100'
```

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

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

A.1.55 Light.brightness (ffw.sleep.main_light) → ViDevLight.brightness (ffw.sleep.main_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Switching on device

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

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

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

```
Result (Value for ViDevLight.brightness (ffw.sleep.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 20 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 102.0}
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 102.0}'
Received message with topic videv/ffw/sleep/main_light/brightness and payload b'40'
```

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

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

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

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

```
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 60 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 203.0}
```

```
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 203.0}'
```

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

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

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

```
Expectation (Value for ViDevLight.brightness (ffw.sleep.main_light)): result = 80 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/sleep/main_light and payload {"state": "on",
↪  "brightness": 254.0}
```

```
Received message with topic zigbee_ffw/ffw/sleep/main_light and payload b'{"state": "on",
↪  "brightness": 254.0}'
```

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

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

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

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

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 and payload
↪  b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
Received message with topic zigbee_ffw/ffw/sleep/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffw/sleep/heating_valve/valve_temperature_setpoint and
↪  payload b'30'
Received message with topic videv/ffw/sleep/heating_valve/user_temperature_setpoint and
↪  payload b'30'
```

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

```
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
```

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 ViDevLight.state (ffw.julian.main_light) → Shelly.relay/0 (ffw.julian.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

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

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

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

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

```
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 ViDevLight.state (ffw.julian.main_light) to False

```
Sending message with topic videv/ffw/julian/main_light/state/set and payload false
Received message with topic shellies/ffw/julian/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffw/julian/main_light/relay/0 and payload off
Received message with topic shellies/ffw/julian/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/julian/main_light/state and payload b'false'
```

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

```
Result (Value for ViDevLight.state (ffw.julian.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffw.julian.main_light)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic shellies/ffw/julian/main_light/relay/0 and payload off
Received message with topic shellies/ffw/julian/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/julian/main_light/state and payload b'false'
```

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

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

A.1.59 ViDevLight.brightness (ffw.julian.main_light) → Light.brightness (ffw.julian.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Switching on device

```
Sending message with topic shellies/ffw/julian/main_light/relay/0 and payload on
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/ffw/julian/main_light/relay/0 and payload b'on'
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/state and payload b'true'
```

Info Prepare: Setting devices to last state 100

```
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 100
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
↪  254}'
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
```

```
Received message with topic videv/ffw/julian/main_light/brightness and payload b'100'
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

Info Setting state of ViDevLight.brightness (ffw.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 ViDevLight.brightness (ffw.julian.main_light) to 20

```
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 20
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
↪  52}'
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'20'
```

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

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

Info Setting state of ViDevLight.brightness (ffw.julian.main_light) to 40

```
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 40
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
↪  102}'
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'40'
```

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

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

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

```
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 80
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
↪  203}'
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 ViDevLight.brightness (ffw.julian.main_light) to 100

```
Sending message with topic videv/ffw/julian/main_light/brightness/set and payload 100
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"brightness":
↪  254}'
```

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
```

```
Received message with topic videv/ffw/julian/main_light/brightness and payload b'100'
```

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

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

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

A.1.60 Light.brightness (ffw.julian.main_light) → ViDevLight.brightness (ffw.julian.main_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Switching on device

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 ViDevLight.brightness (ffw.julian.main_light) is correct (Content 0 and Type is <class 'int'>).

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

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

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

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'20'
```

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

```
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 20 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'40'
```

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

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

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

```
Result (Value for ViDevLight.brightness (ffw.julian.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (ffw.julian.main_light)): result = 60 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'80'
```

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

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

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

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/ffw/julian/main_light/brightness and payload b'100'
```

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

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

A.1.61 ViDevLight.color_temp (ffw.julian.main_light) → Light.color_temp (ffw.julian.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 10

```
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 10
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":
↪  454}'
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 ViDevLight.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 ViDevLight.color_temp (ffw.julian.main_light) to 2

```
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 2
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":
↪ 291}'
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪ "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪ "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'2'
```

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

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

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

```
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 4
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":
↪ 332}'
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 ViDevLight.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 ViDevLight.color_temp (ffw.julian.main_light) to 8

```
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 8
Received message with topic zigbee_ffw/ffw/julian/main_light/set and payload b'{"color_temp":
↪ 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 ViDevLight.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) → ViDevLight.color_temp (ffw.julian.main_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

```
Sending message with topic videv/ffw/julian/main_light/color_temp/set and payload 10
```

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

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

Info Setting state of Light.color_temp (ffw.julian.main_light) to 0

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'0'
```

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

```
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 0 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}'
```

```
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'2'
```

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

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

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

```
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 4 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_ffw/ffw/julian/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_ffw/ffw/julian/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/ffw/julian/main_light/color_temp and payload b'6'
```

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

```
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 6 (<class
↪  'int'>)
```

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

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

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

```
Result (Value for ViDevLight.color_temp (ffw.julian.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (ffw.julian.main_light)): result = 10 (<class
↪  'int'>)
```

A.1.63 ViDevHeating.temp_setp (ffw.julian.heating_valve) → HeatingValve.temp_setp (ffw.julian.heating_valve)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state 30

```
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and
↪  payload 30
Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 30}'
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
↪  payload b'30'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
↪  payload b'30'
Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
```

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

```
Result (Start state (master, slave)): (30, 30) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (30, 30) (<class 'tuple'>)
```

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

```
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and
↪  payload 15
```

```
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 15}'
Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  {"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
↪  payload b'15'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
↪  payload b'15'
Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  b'{"current_heating_setpoint": 15, "local_temperature": 20.7, "battery": 97}'
```

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

```
Result (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): 15 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): result = 15 (<class
↪  'int'>)
```

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

```
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and
↪  payload 20
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 20}'
Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  {"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
↪  payload b'20'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
↪  payload b'20'
Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  b'{"current_heating_setpoint": 20, "local_temperature": 20.7, "battery": 97}'
```

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

```
Result (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): 20 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): result = 20 (<class
↪  'int'>)
```

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

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

```
Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  {"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
↪  payload b'25'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
↪  payload b'25'
Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  b'{"current_heating_setpoint": 25, "local_temperature": 20.7, "battery": 97}'
```

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

```
Result (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): 25 (<class 'int'>)
Expectation (Value for HeatingValve.temp_setp (ffw.julian.heating_valve)): result = 25 (<class
↪  'int'>)
```

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

```
Sending message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint/set and
↪  payload 30
Received message with topic zigbee_ffw/ffw/julian/heating_valve/set and payload
↪  b'{"current_heating_setpoint": 30}'
Sending message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  {"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}
Received message with topic videv/ffw/julian/heating_valve/valve_temperature_setpoint and
↪  payload b'30'
Received message with topic videv/ffw/julian/heating_valve/user_temperature_setpoint and
↪  payload b'30'
Received message with topic zigbee_ffw/ffw/julian/heating_valve and payload
↪  b'{"current_heating_setpoint": 30, "local_temperature": 20.7, "battery": 97}'
```

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 ViDevLight.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 ViDevLight.state (ffw.bath.main_light) to True

```
Sending message with topic videv/ffw/bath/main_light/state/set and payload true
Received message with topic shellies/ffw/bath/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffw/bath/main_light/relay/0 and payload on
Received message with topic shellies/ffw/bath/main_light/relay/0 and payload b'on'
Received message with topic videv/ffw/bath/main_light/state and payload b'true'
```

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

```
Result (Value for Shelly.relay/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 ViDevLight.state (ffw.bath.main_light) to False

```
Sending message with topic videv/ffw/bath/main_light/state/set and payload false
Received message with topic shellies/ffw/bath/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffw/bath/main_light/relay/0 and payload off
Received message with topic shellies/ffw/bath/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/bath/main_light/state and payload b'false'
```

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) → ViDevLight.state (ffw.bath.main_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffw/bath/main_light/state/set and payload false
```

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 ViDevLight.state (ffw.bath.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (ffw.bath.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffw.bath.main_light)): result = True (<class 'bool'>)
```

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

```
Sending message with topic shellies/ffw/bath/main_light/relay/0 and payload off
Received message with topic shellies/ffw/bath/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/bath/main_light/state and payload b'false'
```

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

```
Result (Value for ViDevLight.state (ffw.bath.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.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 ViDevLight.state (ffw.floor.main_light) → Shelly.relay/0 (ffw.floor.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffw/floor/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic videv/ffw/floor/main_light/state/set and payload true
Received message with topic shellies/ffw/floor/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/ffw/floor/main_light/relay/0 and payload on
Received message with topic shellies/ffw/floor/main_light/relay/0 and payload b'on'
Received message with topic videv/ffw/floor/main_light/state and payload b'true'
```

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

```
Result (Value for Shelly.relay/0 (ffw.floor.main_light)): True (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.floor.main_light)): result = True (<class 'bool'>)
```

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

```
Sending message with topic videv/ffw/floor/main_light/state/set and payload false
Received message with topic shellies/ffw/floor/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/ffw/floor/main_light/relay/0 and payload off
Received message with topic shellies/ffw/floor/main_light/relay/0 and payload b'off'
Received message with topic videv/ffw/floor/main_light/state and payload b'false'
```

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

```
Result (Value for Shelly.relay/0 (ffw.floor.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (ffw.floor.main_light)): result = False (<class 'bool'>)
```

A.1.68 Shelly.relay/0 (ffw.floor.main_light) → ViDevLight.state (ffw.floor.main_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/ffw/floor/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic shellies/ffw/floor/main_light/relay/0 and payload on
Received message with topic shellies/ffw/floor/main_light/relay/0 and payload b'on'
Received message with topic videv/ffw/floor/main_light/state and payload b'true'
```

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

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

```
Result (Value for ViDevLight.state (ffw.floor.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (ffw.floor.main_light)): result = False (<class
↪  'bool'>)
```

A.1.69 ViDevLight.state (gfw.dirk.main_light) → Shelly.relay/0 (gfw.dirk.main_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic videv/gfw/dirk/main_light/state/set and payload true
Received message with topic shellies/gfw/dirk/main_light/relay/0/command and payload b'on'
Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload on
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/state and payload b'true'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'50'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'5'
```

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 ViDevLight.state (gfw.dirk.main_light) to False

```
Sending message with topic videv/gfw/dirk/main_light/state/set and payload false
Received message with topic shellies/gfw/dirk/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload off
Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'off'
Received message with topic videv/gfw/dirk/main_light/state and payload b'false'
```

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

```
Result (Value for Shelly.relay/0 (gfw.dirk.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (gfw.dirk.main_light)): result = False (<class 'bool'>)
```

A.1.70 Shelly.relay/0 (gfw.dirk.main_light) → ViDevLight.state (gfw.dirk.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/main_light/state/set and payload false
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.main_light)): result = True (<class 'bool'>)
```

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

```
Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload off
Received message with topic shellies/gfw/dirk/main_light/relay/0 and payload b'off'
Received message with topic videv/gfw/dirk/main_light/state and payload b'false'
```

Success	Value for ViDevLight.state (gfw.dirk.main_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.dirk.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.main_light)): result = False (<class
↪  'bool'>)
```

A.1.71 ViDevLight.state (gfw.dirk.desk_light) → Light.state (gfw.dirk.desk_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/desk_light/state/set and payload false
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 ViDevLight.state (gfw.dirk.desk_light) to True

```
Sending message with topic videv/gfw/dirk/desk_light/state/set and payload true
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"state": "on"}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'true'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'50'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'5'
```

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

```
Result (Value for Light.state (gfw.dirk.desk_light)): True (<class 'bool'>)
Expectation (Value for Light.state (gfw.dirk.desk_light)): result = True (<class 'bool'>)
```

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

```
Sending message with topic videv/gfw/dirk/desk_light/state/set and payload false
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"state": "off"}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'false'
```

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) → ViDevLight.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 ViDevLight.state (gfw.dirk.desk_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.dirk.desk_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.desk_light)): result = True (<class 'bool'>)
```

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

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'false'
```

Success	Value for ViDevLight.state (gfw.dirk.desk_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.dirk.desk_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.desk_light)): result = False (<class
↪  'bool'>)
```

A.1.73 ViDevLight.state (gfw.dirk.pc_dock) → Powerplug1P.state (gfw.dirk.dock)

Testresult

This test was passed with the state: **Success**.

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 ViDevLight.state (gfw.dirk.pc_dock) to True

```
Sending message with topic videv/gfw/dirk/pc_dock/state/set and payload true
```

```
Received message with topic zigbee_gfw/gfw/dirk/dock/set and payload b'{"state": "on"}'
Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "on"}
Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "on"}'
Received message with topic videv/gfw/dirk/pc_dock/state and payload b'true'
```

Success Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for Powerplug1P.state (gfw.dirk.dock)): True (<class 'bool'>)
Expectation (Value for Powerplug1P.state (gfw.dirk.dock)): result = True (<class 'bool'>)
```

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

```
Sending message with topic videv/gfw/dirk/pc_dock/state/set and payload false
Received message with topic zigbee_gfw/gfw/dirk/dock/set and payload b'{"state": "off"}'
Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "off"}
Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "off"}'
Received message with topic videv/gfw/dirk/pc_dock/state and payload b'false'
```

Success Value for Powerplug1P.state (gfw.dirk.dock) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for Powerplug1P.state (gfw.dirk.dock)): False (<class 'bool'>)
Expectation (Value for Powerplug1P.state (gfw.dirk.dock)): result = False (<class 'bool'>)
```

A.1.74 Powerplug1P.state (gfw.dirk.dock) → ViDevLight.state (gfw.dirk.pc_dock)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/pc_dock/state/set and payload false
```

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

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

Info Setting state of Powerplug1P.state (gfw.dirk.dock) to True

```
Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "on"}
Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "on"}'
Received message with topic videv/gfw/dirk/pc_dock/state and payload b'true'
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.pc_dock)): True (<class 'bool'>)
```

```
Expectation (Value for ViDevLight.state (gfw.dirk.pc_dock)): result = True (<class 'bool'>)
```

Info	Setting state of Powerplug1P.state (gfw.dirk.dock) to False

```
Sending message with topic zigbee_gfw/gfw/dirk/dock and payload {"state": "off"}
Received message with topic zigbee_gfw/gfw/dirk/dock and payload b'{"state": "off"}'
Received message with topic videv/gfw/dirk/pc_dock/state and payload b'false'
```

Success	Value for ViDevLight.state (gfw.dirk.pc_dock) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.dirk.pc_dock)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.pc_dock)): result = False (<class 'bool'>)
```

A.1.75 ViDevLight.state (gfw.dirk.amplifier) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/amplifier/state/set and payload false
```

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

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

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

```
Sending message with topic videv/gfw/dirk/amplifier/state/set and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): True (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic videv/gfw/dirk/amplifier/state/set and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
```

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

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

```
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class
↪  'bool'>)
```

A.1.76 Powerplug4P.amplifier (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.amplifier)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/amplifier/state/set and payload false
```

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

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

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.amplifier)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.amplifier)): result = True (<class 'bool'>)
```

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.amplifier)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.amplifier)): result = False (<class 'bool'>)
```

A.1.77 ViDevLight.state (gfw.dirk.phono) → Powerplug4P.phono (gfw.dirk.powerplug)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/phono/state/set and payload false
```

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

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

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

```
Sending message with topic videv/gfw/dirk/phono/state/set and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/2/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/phono/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for Powerplug4P.phono (gfw.dirk.powerplug)): True (<class 'bool'>)
Expectation (Value for Powerplug4P.phono (gfw.dirk.powerplug)): result = True (<class 'bool'>)
```

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

```
Sending message with topic videv/gfw/dirk/phono/state/set and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/2/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/phono/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

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

```
Result (Value for Powerplug4P.phono (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.phono (gfw.dirk.powerplug)): result = False (<class
↪  'bool'>)
```

A.1.78 Powerplug4P.phono (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.phono)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/phono/state/set and payload false
```

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

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

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/phono/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.phono)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.phono)): result = True (<class 'bool'>)
```

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/phono/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.phono)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.phono)): result = False (<class 'bool'>)
```

A.1.79 ViDevLight.state (gfw.dirk.cd_player) → Powerplug4P.cd-player (gfw.dirk.powerplug)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

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

```
Sending message with topic videv/gfw/dirk/cd_player/state/set and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/3/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/cd_player/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

Success	Value for Powerplug4P.cd-player (gfw.dirk.powerplug) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): True (<class 'bool'>)
Expectation (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic videv/gfw/dirk/cd_player/state/set and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/3/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/cd_player/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
```

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

```
Result (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.cd-player (gfw.dirk.powerplug)): result = False (<class
↪  'bool'>)
```

A.1.80 Powerplug4P.cd-player (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.cd_player)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/cd_player/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.cd_player)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.cd_player)): result = True (<class 'bool'>)
```

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/cd_player/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

Success	Value for ViDevLight.state (gfw.dirk.cd_player) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.dirk.cd_player)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.cd_player)): result = False (<class 'bool'>)
```

A.1.81 ViDevLight.state (gfw.dirk.bt) → Powerplug4P.bluetooth (gfw.dirk.powerplug)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/bt/state/set and payload false
```

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

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

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

```
Sending message with topic videv/gfw/dirk/bt/state/set and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/4/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/bt/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): True (<class 'bool'>)
Expectation (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic videv/gfw/dirk/bt/state/set and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/4/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/bt/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

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

```
Result (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.bluetooth (gfw.dirk.powerplug)): result = False (<class
↪  'bool'>)
```

A.1.82 Powerplug4P.bluetooth (gfw.dirk.powerplug) → ViDevLight.state (gfw.dirk.bt)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/dirk/bt/state/set and payload false
```

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

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

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/bt/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for ViDevLight.state (gfw.dirk.bt)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.bt)): result = True (<class 'bool'>)
```

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/bt/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

Success	Value for ViDevLight.state (gfw.dirk.bt) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.dirk.bt)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.dirk.bt)): result = False (<class 'bool'>)
```

A.1.83 Powerplug4P.phono (gfw.dirk.powerplug) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/2 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/2 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/phono/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/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 my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/phono/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

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

```
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class
↪  'bool'>)
```

A.1.84 Powerplug4P.cd-player (gfw.dirk.powerplug) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/cd_player/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): True (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/3 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/3 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/cd_player/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'false'
```

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

```
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class
↪  'bool'>)
```

A.1.85 Powerplug4P.bluetooth (gfw.dirk.powerplug) → Powerplug4P.amplifier (gfw.dirk.powerplug)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

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

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

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload true
Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'true'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload true
Received message with topic videv/gfw/dirk/bt/state and payload b'true'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'true'
Received message with topic videv/gfw/dirk/amplifier/state and payload b'true'
```

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

```
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): True (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = True (<class
↪  'bool'>)
```

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

```
Sending message with topic my_apps/gfw/dirk/powerplug/output/4 and payload false
Received message with topic my_apps/gfw/dirk/powerplug/output/4 and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1/set and payload b'false'
Sending message with topic my_apps/gfw/dirk/powerplug/output/1 and payload false
Received message with topic videv/gfw/dirk/bt/state and payload b'false'
Received message with topic my_apps/gfw/dirk/powerplug/output/1 and payload b'false'
```

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

```
Result (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): False (<class 'bool'>)
Expectation (Value for Powerplug4P.amplifier (gfw.dirk.powerplug)): result = False (<class
↪  'bool'>)
```

A.1.86 ViDevLight.brightness (gfw.dirk.main_light) → Light.brightness (gfw.dirk.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

```
Sending message with topic shellies/gfw/dirk/main_light/relay/0 and payload on
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "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 videv/gfw/dirk/amplifier/state and payload b'false'
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 ViDevLight.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 ViDevLight.brightness (gfw.dirk.main_light) to 20

```
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 20
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
↪  52}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'20'
```

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

```
Result (Value for Light.brightness (gfw.dirk.main_light)): 20 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 20 (<class 'int'>)
```

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

```
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 40
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
↪  102}'
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 ViDevLight.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 ViDevLight.brightness (gfw.dirk.main_light) to 80

```
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 80
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
↪  203}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'80'
```

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

```
Result (Value for Light.brightness (gfw.dirk.main_light)): 80 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 80 (<class 'int'>)
```

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

```
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 100
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"brightness":
↪  254}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'100'
```

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

```
Result (Value for Light.brightness (gfw.dirk.main_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.main_light)): result = 100 (<class 'int'>)
```

A.1.87 Light.brightness (gfw.dirk.main_light) → ViDevLight.brightness (gfw.dirk.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 100

```
Sending message with topic videv/gfw/dirk/main_light/brightness/set and payload 100
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'0'
```

Success Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 0 (<class
↪  'int'>)
```

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 ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 20 (<class
↪  'int'>)
```

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

```
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 40 (<class 'int'>)
```

```
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 40 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}'
```

```
Received message with topic videv/gfw/dirk/main_light/brightness and payload b'60'
```

Success Value for ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 60 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 60 (<class 'int'>)
```

```
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 60 (<class
↪  '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 ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 80 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 80 (<class 'int'>)
```

```
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 80 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "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 ViDevLight.brightness (gfw.dirk.main_light) is correct (Content 100 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.main_light)): 100 (<class 'int'>)
```

```
Expectation (Value for ViDevLight.brightness (gfw.dirk.main_light)): result = 100 (<class
↪  'int'>)
```

A.1.88 ViDevLight.color_temp (gfw.dirk.main_light) → Light.color_temp (gfw.dirk.main_light)

Testresult

This test was passed with the state: **Success**.

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 ViDevLight.color_temp (gfw.dirk.main_light) to 0

```
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 0
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
↪  250}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'0'
```

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 ViDevLight.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 ViDevLight.color_temp (gfw.dirk.main_light) to 4

```
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 4
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
↪  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 ViDevLight.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 ViDevLight.color_temp (gfw.dirk.main_light) to 8

```
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 8
```

```
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
↪  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 ViDevLight.color_temp (gfw.dirk.main_light) to 10

```
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 10
Received message with topic zigbee_gfw/gfw/dirk/main_light/set and payload b'{"color_temp":
↪  454}'
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'10'
```

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

```
Result (Value for Light.color_temp (gfw.dirk.main_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.main_light)): result = 10 (<class 'int'>)
```

A.1.89 Light.color_temp (gfw.dirk.main_light) → ViDevLight.color_temp (gfw.dirk.main_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 10

```
Sending message with topic videv/gfw/dirk/main_light/color_temp/set and payload 10
```

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

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

Info Setting state of Light.color_temp (gfw.dirk.main_light) to 0

```
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'0'
```

Success Value for ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 0 (<class
↪  'int'>)
```

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 ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 2 (<class
↪  'int'>)
```

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 ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 4 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 4 (<class
↪  'int'>)
```

Info Setting state of Light.color_temp (gfw.dirk.main_light) to 6

```
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}
```

```
Received message with topic zigbee_gfw/gfw/dirk/main_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/dirk/main_light/color_temp and payload b'6'
```

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

```
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 6 (<class
↪  '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 ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 8 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 8 (<class
↪  'int'>)
```

Info	Setting state of Light.color_temp (gfw.dirk.main_light) to 10

```
Sending message with topic zigbee_gfw/gfw/dirk/main_light and payload {"state": "on",
↪  "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 ViDevLight.color_temp (gfw.dirk.main_light) is correct (Content 10 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.main_light)): result = 10 (<class
↪  'int'>)
```

A.1.90 ViDevLight.brightness (gfw.dirk.desk_light) → Light.brightness (gfw.dirk.desk_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/state and payload b'true'
```

Info Prepare: Setting devices to last state 100

```
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 100
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
↪  254}'
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'100'
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 0
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
↪  1}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'0'
```

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 ViDevLight.brightness (gfw.dirk.desk_light) to 20

```
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 20
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
↪  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 ViDevLight.brightness (gfw.dirk.desk_light) to 40

```
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 40
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
↪  102}'
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 ViDevLight.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 ViDevLight.brightness (gfw.dirk.desk_light) to 80

```
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 80
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
↪  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 ViDevLight.brightness (gfw.dirk.desk_light) to 100

```
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 100
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"brightness":
↪  254}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'100'
```

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

```
Result (Value for Light.brightness (gfw.dirk.desk_light)): 100 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.dirk.desk_light)): result = 100 (<class 'int'>)
```

A.1.91 Light.brightness (gfw.dirk.desk_light) → ViDevLight.brightness (gfw.dirk.desk_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Switching on device

Info Prepare: Setting devices to last state 100

```
Sending message with topic videv/gfw/dirk/desk_light/brightness/set and payload 100
```

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

```
Result (Start state (master, slave)): (100, 100) (<class 'tuple'>)
Expectation (Start state (master, slave)): result = (100, 100) (<class 'tuple'>)
```

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

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'0'
```

Success Value for ViDevLight.brightness (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 0 (<class
↪  'int'>)
```

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 ViDevLight.brightness (gfw.dirk.desk_light) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 20 (<class
↪  'int'>)
```

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

```
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 40 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'60'
```

Success	Value for ViDevLight.brightness (gfw.dirk.desk_light) is correct (Content 60 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 60 (<class
↪  '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 ViDevLight.brightness (gfw.dirk.desk_light) is correct (Content 80 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 80 (<class
↪  'int'>)
```

Info	Setting state of Light.brightness (gfw.dirk.desk_light) to 100

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}'
Received message with topic videv/gfw/dirk/desk_light/brightness and payload b'100'
```

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

```
Result (Value for ViDevLight.brightness (gfw.dirk.desk_light)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.dirk.desk_light)): result = 100 (<class
↪  'int'>)
```

A.1.92 ViDevLight.color_temp (gfw.dirk.desk_light) → Light.color_temp (gfw.dirk.desk_light)

Testresult
This test was passed with the state: **Success**.

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 ViDevLight.color_temp (gfw.dirk.desk_light) to 0

```
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 0
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
↪  250}'
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 ViDevLight.color_temp (gfw.dirk.desk_light) to 2

```
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 2
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
↪  291}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'2'
```

Success Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 2 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 2 (<class 'int'>)
```

Info Setting state of ViDevLight.color_temp (gfw.dirk.desk_light) to 4

```
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 4
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
↪ 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 ViDevLight.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 ViDevLight.color_temp (gfw.dirk.desk_light) to 8

```
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 8
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
↪ 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 ViDevLight.color_temp (gfw.dirk.desk_light) to 10

```
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 10
Received message with topic zigbee_gfw/gfw/dirk/desk_light/set and payload b'{"color_temp":
↪  454}'
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'10'
```

Success	Value for Light.color_temp (gfw.dirk.desk_light) is correct (Content 10 and Type is <class 'int'>).

```
Result (Value for Light.color_temp (gfw.dirk.desk_light)): 10 (<class 'int'>)
Expectation (Value for Light.color_temp (gfw.dirk.desk_light)): result = 10 (<class 'int'>)
```

A.1.93 Light.color_temp (gfw.dirk.desk_light) → ViDevLight.color_temp (gfw.dirk.desk_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 10

```
Sending message with topic videv/gfw/dirk/desk_light/color_temp/set and payload 10
```

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

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

Info	Setting state of Light.color_temp (gfw.dirk.desk_light) to 0

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 250.0}'
```

```
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'0'
```

Success Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 0 (<class
↪  'int'>)
```

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 ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 2 (<class
↪  'int'>)
```

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 ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 4 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 4 (<class
↪  'int'>)
```

Info Setting state of Light.color_temp (gfw.dirk.desk_light) to 6

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}'
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'6'
```

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

```
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 6 (<class 'int'>)
```

```
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 6 (<class
↪  '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 ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 8 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 8 (<class 'int'>)
```

```
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 8 (<class
↪  'int'>)
```

Info Setting state of Light.color_temp (gfw.dirk.desk_light) to 10

```
Sending message with topic zigbee_gfw/gfw/dirk/desk_light and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
```

```
Received message with topic zigbee_gfw/gfw/dirk/desk_light and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
```

```
Received message with topic videv/gfw/dirk/desk_light/color_temp and payload b'10'
```

Success Value for ViDevLight.color_temp (gfw.dirk.desk_light) is correct (Content 10 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): 10 (<class 'int'>)
```

```
Expectation (Value for ViDevLight.color_temp (gfw.dirk.desk_light)): result = 10 (<class
↪  'int'>)
```

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 and payload
↪  b'{"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'
```

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 ViDevLight.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 ViDevLight.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 zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
Received message with topic videv/gfw/marion/window_light/brightness and payload b'50'
Received message with topic videv/gfw/marion/window_light/color_temp and payload b'5'
```

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

```
Result (Value for Shelly.relay/0 (gfw.marion.main_light)): True (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (gfw.marion.main_light)): result = True (<class 'bool'>)
```

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

```
Sending message with topic videv/gfw/marion/main_light/state/set and payload false
Received message with topic shellies/gfw/marion/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload off
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'off'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'false'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
```

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) → ViDevLight.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
```

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

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

Info Setting state of Shelly.relay/0 (gfw.marion.main_light) to True

```
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload on
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic videv/gfw/marion/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
```

Success Value for ViDevLight.state (gfw.marion.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.marion.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.marion.main_light)): result = True (<class
↪  'bool'>)
```

Info Setting state of Shelly.relay/0 (gfw.marion.main_light) to False

```
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload off
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'off'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'false'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
```

Success Value for ViDevLight.state (gfw.marion.main_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.marion.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.marion.main_light)): result = False (<class
↪  'bool'>)
```

A.1.97 ViDevLight.state (gfw.marion.window_light) → Light.state (gfw.marion.window_light)

Testresult

This test was passed with the state: **Success**.

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 ViDevLight.state (gfw.marion.window_light) to True

```
Sending message with topic videv/gfw/marion/window_light/state/set and payload true
```

```
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
```

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

```
Result (Value for Light.state (gfw.marion.window_light)): True (<class 'bool'>)
Expectation (Value for Light.state (gfw.marion.window_light)): result = True (<class 'bool'>)
```

Info Setting state of ViDevLight.state (gfw.marion.window_light) to False

```
Sending message with topic videv/gfw/marion/window_light/state/set and payload false
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
```

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) → ViDevLight.state (gfw.marion.window_light)

Testresult

This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/marion/window_light/state/set and payload false
```

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

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

Info Setting state of Light.state (gfw.marion.window_light) to True

```
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
```

Success	Value for ViDevLight.state (gfw.marion.window_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.marion.window_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.marion.window_light)): result = True (<class
↪  'bool'>)
```

Info	Setting state of Light.state (gfw.marion.window_light) to False

```
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
↪  "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 ViDevLight.state (gfw.marion.window_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.marion.window_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.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 zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "on"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
```

```
Received message with topic videv/gfw/marion/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'true'
```

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

```
Result (Value for Light.state (gfw.marion.window_light)): True (<class 'bool'>)
Expectation (Value for Light.state (gfw.marion.window_light)): result = True (<class 'bool'>)
```

Info Setting state of Shelly.relay/0 (gfw.marion.main_light) to False

```
Sending message with topic shellies/gfw/marion/main_light/relay/0 and payload off
Received message with topic shellies/gfw/marion/main_light/relay/0 and payload b'off'
Received message with topic zigbee_gfw/gfw/marion/window_light/set and payload b'{"state":
↪  "off"}'
Sending message with topic zigbee_gfw/gfw/marion/window_light and payload {"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/marion/main_light/state and payload b'false'
Received message with topic zigbee_gfw/gfw/marion/window_light and payload b'{"state": "off",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/marion/window_light/state and payload b'false'
```

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 ViDevLight.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 ViDevLight.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
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/floor/main_light_1/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'50'
```

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

```
Result (Value for Shelly.relay/0 (gfw.floor.main_light)): True (<class 'bool'>)
```

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

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

```
Sending message with topic videv/gfw/floor/main_light/state/set and payload false
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'5'
Received message with topic shellies/gfw/floor/main_light/relay/0/command and payload b'off'
Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload off
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'off'
Received message with topic videv/gfw/floor/main_light/state and payload b'false'
```

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) → ViDevLight.state (gfw.floor.main_light)

Testresult
This test was passed with the state: **Success**.

Info Prepare: Setting devices to last state False

```
Sending message with topic videv/gfw/floor/main_light/state/set and payload false
```

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

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

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

```
Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload on
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/floor/main_light_1/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

Success	Value for ViDevLight.state (gfw.floor.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.floor.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.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 ViDevLight.state (gfw.floor.main_light) is correct (Content False and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (gfw.floor.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (gfw.floor.main_light)): result = False (<class
↪  'bool'>)
```

A.1.103 ViDevLight.brightness (gfw.floor.main_light) → Light.brightness (gfw.floor.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

```
Sending message with topic shellies/gfw/floor/main_light/relay/0 and payload on
Received message with topic shellies/gfw/floor/main_light/relay/0 and payload b'on'
Received message with topic zigbee_gfw/gfw/floor/main_light_1/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/get and payload b'{"state": ""}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}
Received message with topic videv/gfw/floor/main_light/state and payload b'true'
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 127.0, "color_temp": 352.0}'
```

Info	Prepare: Setting devices to last state 100

```
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 100
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
```

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
↪  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 ViDevLight.brightness (gfw.floor.main_light) to 0

```
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 0
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
↪  1}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"brightness":
↪  1}'
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 1.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'0'
```

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

```
Result (Value for Light.brightness (gfw.floor.main_light)): 0 (<class 'int'>)
Expectation (Value for Light.brightness (gfw.floor.main_light)): result = 0 (<class 'int'>)
```

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

```
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 40
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
↪  102}'
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 ViDevLight.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 ViDevLight.brightness (gfw.floor.main_light) to 80

```
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 80
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
↪  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 ViDevLight.brightness (gfw.floor.main_light) to 100

```
Sending message with topic videv/gfw/floor/main_light/brightness/set and payload 100
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"brightness":
↪  254}'
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) → ViDevLight.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 ViDevLight.brightness (gfw.floor.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 0 (<class
↪  'int'>)
```

Info Setting state of Light.brightness (gfw.floor.main_light) to 20

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 52.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'20'
```

Success Value for ViDevLight.brightness (gfw.floor.main_light) is correct (Content 20 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 20 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 20 (<class
↪  'int'>)
```

Info Setting state of Light.brightness (gfw.floor.main_light) to 40

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 102.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "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 ViDevLight.brightness (gfw.floor.main_light) is correct (Content 40 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 40 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 40 (<class
↪  'int'>)
```

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

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}'
```

```
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 153.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'60'
```

Success Value for ViDevLight.brightness (gfw.floor.main_light) is correct (Content 60 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 60 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 60 (<class
↪  'int'>)
```

Info Setting state of Light.brightness (gfw.floor.main_light) to 80

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 203.0, "color_temp": 352.0}'
Received message with topic videv/gfw/floor/main_light/brightness and payload b'80'
```

Success Value for ViDevLight.brightness (gfw.floor.main_light) is correct (Content 80 and Type is <class 'int'>).

```
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 80 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 80 (<class
↪  'int'>)
```

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

```
Result (Value for ViDevLight.brightness (gfw.floor.main_light)): 100 (<class 'int'>)
Expectation (Value for ViDevLight.brightness (gfw.floor.main_light)): result = 100 (<class
↪  'int'>)
```

A.1.105 ViDevLight.color_temp (gfw.floor.main_light) → Light.color_temp (gfw.floor.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Switching on device

Info	Prepare: Setting devices to last state 10

```
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 10
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
↪  454}'
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2/set and payload b'{"color_temp":
↪  454}'
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 454.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'10'
```

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

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

Info	Setting state of ViDevLight.color_temp (gfw.floor.main_light) to 0

```
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 0
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
↪  250}'
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 ViDevLight.color_temp (gfw.floor.main_light) to 2

```
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 2
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
↪ 291}'
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 ViDevLight.color_temp (gfw.floor.main_light) to 4

```
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 4
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
↪ 332}'
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 ViDevLight.color_temp (gfw.floor.main_light) to 6

```
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 6
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
↪ 372}'
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 ViDevLight.color_temp (gfw.floor.main_light) to 8

```
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 8
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
↪ 413}'
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 ViDevLight.color_temp (gfw.floor.main_light) to 10

```
Sending message with topic videv/gfw/floor/main_light/color_temp/set and payload 10
Received message with topic zigbee_gfw/gfw/floor/main_light_1/set and payload b'{"color_temp":
↪  454}'
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) → ViDevLight.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 ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 0 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 0 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 0 (<class
↪  'int'>)
```

Info Setting state of Light.color_temp (gfw.floor.main_light) to 2

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 291.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "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 ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 2 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 2 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 2 (<class
↪  'int'>)
```

Info Setting state of Light.color_temp (gfw.floor.main_light) to 4

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 332.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 332.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 332.0}'
```

```
Received message with topic zigbee_gfw/gfw/floor/main_light_2 and payload b'{"state": "on",
↪  "brightness": 254.0, "color_temp": 332.0}'
Received message with topic videv/gfw/floor/main_light/color_temp and payload b'4'
```

Success Value for ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 4 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 4 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 4 (<class
↪  'int'>)
```

Info Setting state of Light.color_temp (gfw.floor.main_light) to 6

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 372.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "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 ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 6 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 6 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 6 (<class
↪  'int'>)
```

Info Setting state of Light.color_temp (gfw.floor.main_light) to 8

```
Sending message with topic zigbee_gfw/gfw/floor/main_light_1 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Sending message with topic zigbee_gfw/gfw/floor/main_light_2 and payload {"state": "on",
↪  "brightness": 254.0, "color_temp": 413.0}
Received message with topic zigbee_gfw/gfw/floor/main_light_1 and payload b'{"state": "on",
↪  "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 ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 8 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 8 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 8 (<class
↪  '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 ViDevLight.color_temp (gfw.floor.main_light) is correct (Content 10 and Type is <class 'int'>).

```
Result (Value for ViDevLight.color_temp (gfw.floor.main_light)): 10 (<class 'int'>)
Expectation (Value for ViDevLight.color_temp (gfw.floor.main_light)): result = 10 (<class
↪  'int'>)
```

A.1.107 ViDevLight.state (stw.stairway.main_light) → Shelly.relay/0 (stw.firstfloor.main_light)

Testresult

This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/stw/stairway/main_light/state/set and payload false
```

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

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

Info	Setting state of ViDevLight.state (stw.stairway.main_light) to True

```
Sending message with topic videv/stw/stairway/main_light/state/set and payload true
Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload
↪  b'on'
Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload on
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'on'
Received message with topic videv/stw/stairway/main_light/timer and payload b'100'
Received message with topic videv/stw/stairway/main_light/state and payload b'true'
```

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

```
Result (Value for Shelly.relay/0 (stw.firstfloor.main_light)): True (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (stw.firstfloor.main_light)): result = True (<class
↪  'bool'>)
```

Info	Setting state of ViDevLight.state (stw.stairway.main_light) to False

```
Sending message with topic videv/stw/stairway/main_light/state/set and payload false
Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload
↪  b'off'
Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload off
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'off'
Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload
↪  b'off'
Received message with topic videv/stw/stairway/main_light/timer and payload b'0'
Received message with topic videv/stw/stairway/main_light/state and payload b'false'
```

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

```
Result (Value for Shelly.relay/0 (stw.firstfloor.main_light)): False (<class 'bool'>)
Expectation (Value for Shelly.relay/0 (stw.firstfloor.main_light)): result = False (<class
↪  'bool'>)
```

A.1.108 Shelly.relay/0 (stw.firstfloor.main_light) → ViDevLight.state (stw.stairway.main_light)

Testresult
This test was passed with the state: **Success**.

Info	Prepare: Setting devices to last state False

```
Sending message with topic videv/stw/stairway/main_light/state/set and payload false
```

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

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

Info	Setting state of Shelly.relay/0 (stw.firstfloor.main_light) to True

```
Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload on
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'on'
Received message with topic videv/stw/stairway/main_light/timer and payload b'100'
```

```
Received message with topic videv/stw/stairway/main_light/state and payload b'true'
```

Success	Value for ViDevLight.state (stw.stairway.main_light) is correct (Content True and Type is <class 'bool'>).

```
Result (Value for ViDevLight.state (stw.stairway.main_light)): True (<class 'bool'>)
Expectation (Value for ViDevLight.state (stw.stairway.main_light)): result = True (<class
↪  'bool'>)
```

Info	Setting state of Shelly.relay/0 (stw.firstfloor.main_light) to False

```
Sending message with topic shellies/stw/firstfloor/main_light/relay/0 and payload off
Received message with topic shellies/stw/firstfloor/main_light/relay/0 and payload b'off'
Received message with topic shellies/stw/firstfloor/main_light/relay/0/command and payload
↪  b'off'
Received message with topic videv/stw/stairway/main_light/timer and payload b'0'
Received message with topic videv/stw/stairway/main_light/state and payload b'false'
```

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

```
Result (Value for ViDevLight.state (stw.stairway.main_light)): False (<class 'bool'>)
Expectation (Value for ViDevLight.state (stw.stairway.main_light)): result = False (<class
↪  'bool'>)
```

B Test-Coverage