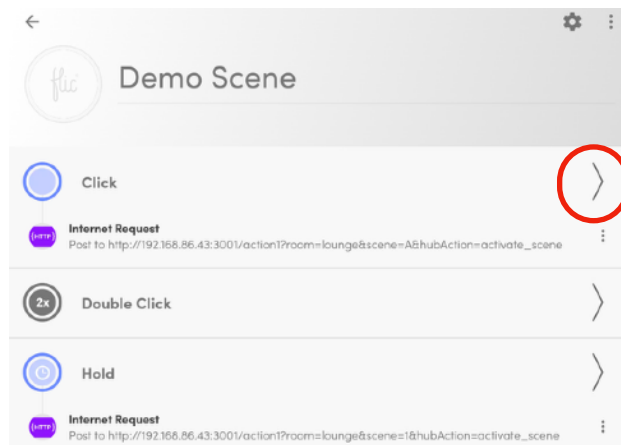
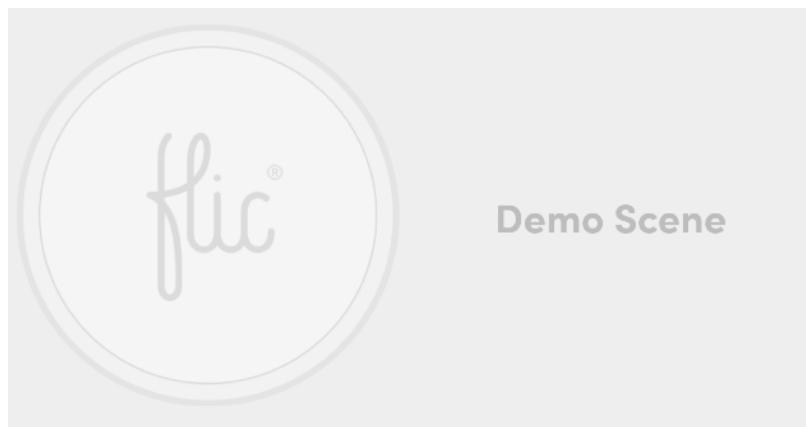


Flic setup.

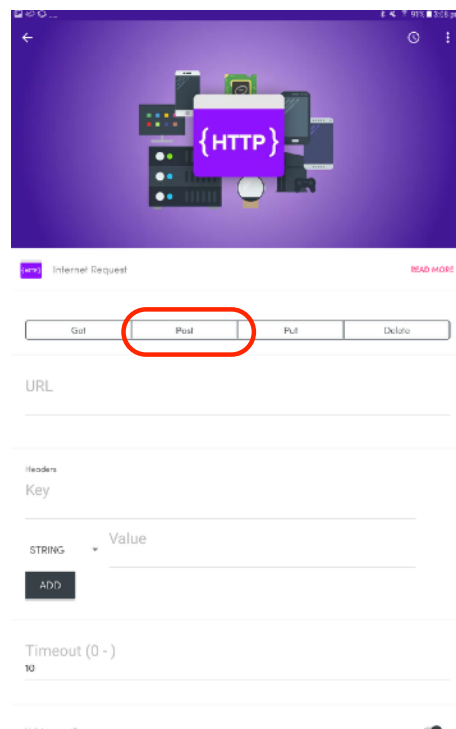
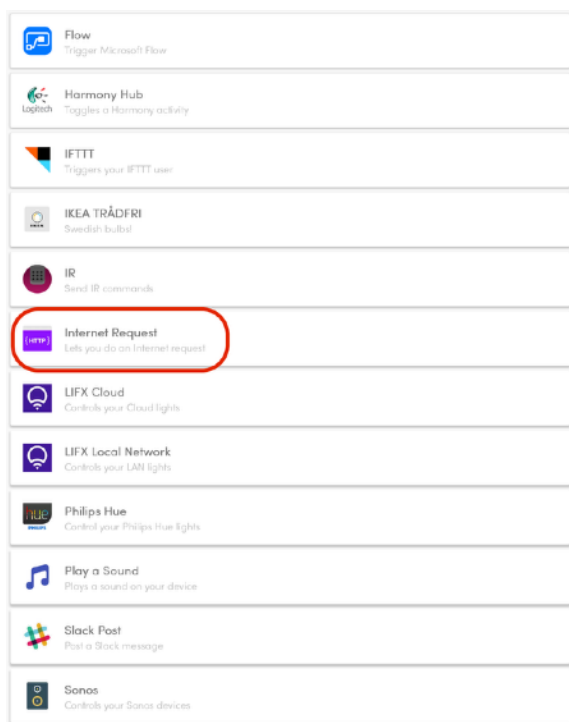
1. Open app and either link to hub or to device (phone) depending on where the flick buttons have been setup.



2. Select button and action. 1 click, 2 clicks, hold



3. Click the arrow to the right and choose {http} Internet Request.



4. Programming

On (true) / Off (false)

- http://192.168.86.43:3001/action1?room=loung&ld=loung&state=true&hubAction=group_power&type=GROUP
- http://ip address of hub:3001/action1?room=room&ld=group&state=on/off&hubAction=group_power&type=GROUP

Group Brightness

- http://192.168.86.43:3001/action1?room=loung&ld=loung&brightness=30&hubAction=group_brightness&type=GROUP
- http://ip address of hub:3001/action1?room=room&ld=group&brightness=%of light&hubAction=group_brightness&type=GROUP

Scene

- http://192.168.86.43:3001/action1?room=loung&scene=1&hubAction=activate_scene
- http://ip address of hub:3001/action1?room=room&scene=type of scene&hubAction=activate_scene

List of scenes

Sr. No.	Scene	Code
1	Circadian	1
2	Relax	2
3	Engrize	3
4	Dawn	5
5	Prepare for sleep	6
6	Cooking	7
7	Circadian Demo	A
8	Dawn Demo	B
9	Sleep Demo	C

If a room consists of two words and has a space, fill the space with %20 instead of a gap for coding purposes.

5. Key & String

- Key is always the same.
- String is the flic authorisation code found in DARWIN. (See below)
- Press add
- De select validate certificates at bottom
- Save action.

URL

<http://192.168.86.43:3001/action1?room=xandersroom&ld=xandersroom&state=false&hubAct>

Headers

Key

flic_key

key always the same

STRING

7d3f6a82a78d

ADD

Value

7d3f6a82a78d

flic authorization

DARWIN

DARWIN Commissioning

Today 11/01/2018

- Settings
- About
- Log out

Dependencies

OS binaries version : 0.0.2

Hub code

Main firmware version : 0.0.78

Portal

Portal firmware version : 0.0.27

Sound

Sound data version : 0.0.2

Hub Subscription

Subscription type : Basic

Authorization

Flic: 7d3f6a82a78d

flic authorization code

Hub Type

Type: Production

Beta