

digitalSTROM V-ZUG Control

General

V-ZUG is the leading Swiss brand for household appliances with its headquarters in Zug.

The company has been developing and producing innovative appliances for kitchens and washrooms in the heart of Switzerland since 1913.

V-ZUG-Home is available for numerous devices - an additional function with which the corresponding devices can be networked.

Devices equipped with V-ZUG-Home are TCP/IP-capable and can be integrated into the inhouse network and thus into your own smart home via the LAN/WLAN module.

Thanks to V-ZUG-Home, the devices can be easily updated to the latest software version at the push of a button.

You can see at <u>home.vzug.com</u> whether retrofitting with the WLAN module is possible for higher comfort classes of ovens, steamers, dishwashers, washing machines, tumble dryers and hobs.

To integrate the V-ZUG devices, you need a digitalSTROM server dSS20/22 with internet access and a free my.digitalSTROM account.

Connect V-ZUG devices to digitalSTROM

The integration and setup of V-ZUG Home devices is very easy using the "V-ZUG Controller" app on the digitalSTROM server. All you have to do is connect the V-ZUG devices to the local network and set the V-ZUG-Home function to "operate and display" under settings. The "V-ZUG Controller" server app is then installed and opened in the digitalSTROM Configurator.

If the devices are not already displayed in the app, they can be integrated using the "Search for devices in the network" function. If a network password has been set on the V-ZUG device, this must first be entered using the "Enter username / password" function. Only then can the device be integrated.

If the "Software version" shows that an update is available or necessary, the V-ZUG device page can be opened directly and the update can be installed under the "Service" tab. The V-ZUG devices are thus integrated into the digitalSTROM platform and can be used directly.

A website for the corresponding device is opened via the "Open device settings page" button. In addition to an overview of the current device status, this also offers various setting and operating options.





This application integrates V-ZUG devices into your digitalSTROM system. The devices can be controlled from the digitalSTROM smartphone- and server apps and send feedback to the users.

| Name | Model | Status | | |
|------------------------------|------------------------------|---------------------|------------------------|---------------------------|
| | | Operation mode: | ready | Open device settings page |
| Steamer MSLQ 60 | V-ZUG Combi-Steam MSLQ 60 | V-ZUG Home mode: | operate and display | |
| | | Software status: | up to date | Upen V-206 device webpage |
| | | Operation mode: | ready | 0 |
| Washing machine Adora SLQ | V-ZUG Adora SLQ | V-ZUG Home mode: | operate and display | Open device settings page |
| | | Software status: | up to date | Open V-ZUG device webpage |

The behavior as well as additional custom actions can be configured within the devices settings page.

Notes

- Device settings can only be accessed with an active internet connection and a connected my.digitalSTROM account.
 The V-ZUG Home mode must be set to 'operate and display' on the V-ZUG device first.
 For devices that require a password for network security, please enter the username and password that was configured on the V-ZUG device first. device webpage.
 For devices that require an update, please open the V-ZUG device webpage and update the device first. The webpage can be accessed
- on the local network only.

Requirements: To integrate the V-ZUG devices, you need a digitalSTROM server dSS20/22 with internet access and a free my.digitalSTROM account.



digitalSTROM Effect

All devices that are equipped with the additional function V-ZUG-Home are already digital and networked and can therefore not only be integrated into the in-house network, but also into your own smart home without any problems.

Integration into the digitalSTROM platform is therefore very easy via software. This makes it possible to control the respective V-ZUG devices via various digitalSTROM applications.

This makes controlling and setting up a V-ZUG appliance even easier and more convenient. With the digitalSTROM integrated Alexa and Google Home/Nest voice control, it is possible, for example, to preset a V-ZUG steamer to the "Steam" program with a simple voice command. Then all you have to do is put the food in the steamer and press "Start".

The connection to digitalSTROM also enables interaction with other devices. For example, it is possible to have an announcement played via the SONOS music system when the water in the steamer needs to be refilled or when the pizza is ready in the oven. Another possibility is, for example, to flash a light in the living room when the washing machine is ready and the laundry can be emptied.

The operating modes available on the devices are selected via standard actions. However, it is also possible to define your own actions. For the preparation of a "Pizza Hawaii", for example, this would mean that the oven sets itself directly to the "Pizza Plus" program and presets the temperature of 220°C required for preparation and the baking time of 12 minutes.

For safety reasons, however, the various operating modes can only be preset. The selected program must always be started manually directly on the V-ZUG device.

However, if the devices have been programmed, the preset program can also be started via the smartphone or with a defined action using "Smart Start". A prepared oven can be started on the way home, for example, or a washing machine can start washing clothes as soon as there is enough solar energy. An overview of the device shows the user the current operating status and the respective remaining running time. With digitalSTROM, this can also be conveniently checked remotely.

This means that V-ZUG devices, like any other digitalSTROM device, have their own so-called default behavior. For example, an oven is automatically switched off when the go button is pressed – provided the runtime has not been limited by a timer.



The following functions can be used:

Steamer / oven

- Select operating modes
- Store existing operating modes as your own actions with the desired temperature or duration
- Call up existing recipes
- Trigger immediate start of a programmed device (Smart Start)
- Use events such as 'refill water' or 'program ended' as triggers in server apps to provide voice output, push notifications or flashing lights as feedback
- Automatically switch off non-programmed devices when leaving the apartment or calling up a deep-off in the room.

Washing machines / tumble dryers

- Trigger immediate start of a programmed device (Smart Start)
- Use events such as 'Program ended' as triggers in server apps to provide voice output, push notifications or flashing lights as feedback dishwasher
- Use events like 'Program ended' as triggers in server apps to give the user feedback via voice output, push notification or flashing lights

Dishwasher

• Use events like 'Program ended' as triggers in server apps to give the user feedback via voice output, push notification or flashing lights.



Executing Actions

Various actions can be called up and executed depending on the corresponding V-ZUG appliance. various actions can be called up and carried out. The options range from switching off the device to a "Smart Start" to presetting operating modes or recipes. All actions can be called up conveniently and easily from a smartphone app or can be integrated into the server apps in "Custom Actions" or "Timers".

For safety reasons, however, the various operating modes can only be preset. The selected program must always be started manually directly on the V-ZUG device.

dS Configurator:

Actions on the devices can be stored as "Activities to be performed" in various server apps. To do this, the desired device must first be selected under "Individual device" in the respective room and then the desired action.

For example, the steamer can be started in the morning via a user-defined action as soon as the user-defined action "Breakfast" has been called. In addition to switching on the light and the desired radio station, the steamer then prepares the croissants or rolls to be baked.

| dit User Defined | Action | | | | | × |
|-------------------|--------------|--------------------|------------|-----------------|---|-------------------------|
| Name: | Breakfa | st | | | | |
| Initiated Activi | ities Co | onditions | | | | |
| Choose the activ | rities to be | executed. | | | | |
| O New Activity | 🗒 Show | All Activities | | | | Activity 1/1 🚽 🕨 📋 |
| Edit Activity: M | SLQ 60 Sta | amer in Kitchen: I | Hot air hu | mid | | * |
| Activity in Room | > | All Rooms | > | 🕼 iKettle | > | Bottom heat |
| Single Device | > | Kitchen | > | MSLQ 60 Steamer | > | Grill |
| User Defined Stat | tes | Laundry | > | | | Grill-forced convection |
| Call URL | > | Living room | > | | | Hot air |
| <i></i> | | | | | | Hot air humid |
| Access | > | | | | | Hot air with steaming |

The following apps can be used:

- User Defined Actions
- Event Responder
- Timers



Defining Custom Actions

On the "Device settings" page you can also define individual custom actions. These actions consist of programs with specific settings, e.g. for the preparation of a Pizza Hawaii. For this purpose, a "Pizza Hawaii" action is created, in which the preparation at 220°C with top and bottom heat for a period of 12 minutes is saved. If the pizza should be prepared without any prescribed time period, the duration is left unchanged at 00:00:00.

This function also allows the recipes being available on a steamer or oven to be stored as a custom action. For this purpose, only the required recipe book (e.g. "Gourmet Steam") and corresponding recipe number needs to be selected from the book when creating an individual action. The desired recipe can now be saved as an action under any name you choose. Prior activation is required in order to access the recipe book of the V-ZUG appliance.

| Action Name | × |
|--|--------------------|
| Pizza Hawaii | B |
| Choose action Top/bottom heat Duration: 0:12:00 hh:mm:ss | |
| PowerPlus: 0 © Target temperature: 220 © °C | ۲ |
| | Close Save changes |

In this way, even individual recipes created on the steamer or oven can be saved.

The created custom actions can then be selected directly from the page using the Start button or executed from the smartphone and server apps.

| Name | L Action | lî Parameter lî | |
|----------------|-----------------|---|---|
| 🕑 Pizza Hawaii | Top/bottom heat | Duration: 00:12:00 hh:mm:ss PowerPlus: - Target temperature: 220 °C | 8 |
| Rice | Steam | Duration: 00:30:00 hh:mm:ss PowerPlus: - Target temperature: 100 °C | 8 |



Using Events

Events such as "Program finished", the start of an action or status changes of the device can be used in the digitalSTROM Server app as triggers. This allows to define specific feedbacks, which provide useful information about the device to the user.

Depending on individual requirements, the feedback can take place by the blinking of a light, by an email or push notification or by a voice output via the SONOS speaker.

The feedbacks can be set in one of the following server apps:

- Event Responder: allow a light to flash
- Sonos Controller: Play a voice output or acoustic signal on the SONOS speaker
- Push Messenger: send a push notification to one or more smartphones
- Event Mailer: send an email to the specified email address

Example "blinking light"

Server app: Event Responder

The blinking of a light should indicate that water must be refilled in the V-ZUG steamer:

To do this, the steamer MSLQ 60 must be selected in a new entry of the "Event Responder" server app. Then, the "Refill water" event is selected as a trigger for the steamer.

| dit Responder | | | | | | | | | |
|-------------------|--------------|-------------------|--------------|----------------------|---------|-----------------|---|--------------------|--|
| lame: | Refill wa | ater for steamer | | | | | | | |
| Trigger Init | iated Activ | vities Condit | ions | | | | | | |
| Choose the trigge | ering activi | ity for the messa | ige. You can | choose more than one | e activ | ity as trigger. | | | |
| Activity in Room | > | Kitchen | > | II iKettle | > | Events | > | Check water inlet | |
| Device Actions | > | Laundry | > | MSLQ 60 Steamer | > | Actions | > | Insert water tank | |
| Binary Sensor Eve | nt | Living room | > | | | Operation mode | > | Introduce food | |
| Consumption Ever | nt | | | | | V-ZUG Home mode | > | Plug in food probe | |
| Room State | > | | | | | Software status | > | Program aborted | |
| | | | | | | | | Program finished | |
| User Def. Actions | > | | | | | | | Program started | |
| | | | | | | | | Refill water | |
| Access | > | | | | | | | Remove food probe | |
| Weather | > | | | | | | | Timer finished | |

After that, the blinking of a single light in the living room is defined as an action to be executed.



| dit Responder | | | | | | | |
|----------------------|--------------|-----------------|--------|---------------|---|---------------|------------------|
| Name: | Refill water | for steamer | | | | | |
| Trigger Initiat | ed Activitie | Condition | 15 | | | | |
| Choose the activitie | s which she | ould be execute | d. | | | | |
| 🔘 New Activity 🗔 | Show All A | ctivities | | | | | 1 activity 🖪 🕨 🏢 |
| Edit Activity: Hue | bloom 1 in | Living room Bl | inking | | | | * |
| Activity in Room | > A | l Rooms | > | 💡 Hue bloom 1 | > | Call Preset > | |
| Single Device | > B | athroom | > | | | 💡 Turn Off | |
| User Def. Actions | > K | tchen | > | | | 💡 Turn On | |
| User Defined States | Li | aundry | > | | | 🙀 Blink | |
| Call URL | > Li | ving room | > | | | | |

Example "Voice output via SONOS"

Server-App: SONOS Control

A voice output via a single SONOS speaker or all SONOS speakers should notify as soon the wash program on the washing machine has ended. For this purpose, a new activity must first be created in the "Sonos Controller" server app under "Activities" and the "Program finished" event must be selected there as a trigger for the washing machine.

| Trigger What To | Piay | Where To Play | | | | | | |
|-----------------------|--------|------------------------|-----------|---------------------|-----------|-----------------|---|------------------------------|
| Choose the triggering | activi | ty for this setting. \ | /ou may o | hoose more than one | e activit | y at once. | | |
| Activity in Room | > | Kitchen | > | Adora SLQ | > | Events | > | Loosening up started |
| Device Actions | > | Laundry | > | | | Actions | > | Program aborted |
| Binary Sensor Event | | Living room | > | | | Operation mode | > | Program aborted due to error |
| Consumption Event | | | | | | V-ZUG Home mode | > | Program finished |
| 0 | ~ | | | | | Coffware status | > | Program started |

After that, the "Text to Speech" action must be selected under "What to play" and the desired text, language, voice and volume for the voice output must be defined.

| Now Playing | > | Language: | English 👻 | |
|-----------------|---|-----------------|--|--------------|
| Sonos Playlist | > | Voice: | Salli | |
| Sonos Favorites | > | Taut ha Casashi | The loundary is ready to be collected from your wash | ing maching |
| library | > | lext to speech: | The laundry is ready to be collected from your wash | ing machine. |
| Text to Speech | > | | | |
| Command | > | | | |
| | | | | |



Upon finishing the washing cycle, this text is then output automatically via the defined SONOS speakers.

Example "Push Notification"

Server-app: Push Messenger

Send a push notification to the smartphone, when the food in the steamer has been prepared:

For this purpose, a new message must first be created in the "Push Messenger" server app, for which the "Program finished" event is selected as a trigger for the steamer.

| Message Propertie | ts | | | | | | | | × |
|-------------------|--------------|---------------------|-------------|------------------------|-------|-----------------|---|--------------------|---|
| Name: | Dinner i | s ready | | | | | | | |
| Trigger Mes | sage C | Conditions | | | | | | | |
| Choose the trigge | ering activi | ity for the message | . You can c | hoose more than one | activ | ity as trigger. | | | |
| Activity in Room | > | Kitchen | > | I ¹ iKettle | > | Events | > | Check water inlet | |
| Device Actions | > | Laundry | > | MSLQ 60 Steamer | > | Actions | > | Insert water tank | |
| Binary Sensor Eve | nt | Living room | > | | | Operation mode | > | Introduce food | |
| Consumption Ever | nt | | | | | V-ZUG Home mode | > | Plug in food probe | |
| Room State | > | | | | | Software status | > | Program aborted | |
| : <u>/</u> | | | | | | | | Program finished | |
| User Def. Actions | > | | | | | | | Program started | |
| | | | | | | | | Refill water | |
| Access | > | | | | | | | Remove food probe | |
| Weather | > | | | | | | | Timer finished | |

Then, the desired message text must be entered. All registered smartphones or a single smartphone can be selected as receivers

| Message Propert | ties | × |
|-----------------|--------------------------------------|---|
| Name: | Dinner is ready | |
| Trigger Me | lessage Conditions | |
| Provide the me | essage which will be sent. | |
| Message: | Your dinner is ready, enjoy! | |
| Receiver: | Send message to all smartphones | |
| | Send message to selected smartphones | |
| | - Select smartphone | |
| | cornel's iPhone: dS Dashboard | |

Supported Devices

You can find an overview of the V-ZUG Home-enabled devices that can be integrated into the digitalSTROM system at <u>https://home.vzug.com/</u>.