Zipato and Phillips Hue HTTP guide

Zipato can natively integrate Phillips Hue bridge and lights if PRO license is acquired or one of the three protocols for SMART license is Phillips Hue. If this is not the case, Phillips Hue can still be controlled by Zipato by using HTTP calls, or also if you have many lights and some rooms have multiple lights, HTTP commands can help us trigger scenes (Phillips Hue scenes, why having configured scenes in both systems?) and smother transitions (currently not supported by native integration).

Steps to use HTTP commands from Zipato to control Phillips Hue lights;

- 1. **Need to know your Hue bridge IP** you can find this by logging into your hue account using their web page (<u>https://my.meethue.com/en-us/</u>), go to settings, my bridge, more bridge details and there is its current IP address. Another way is to log into your router but I think this is easier and you can do it remotely.
- Create a developer's account This step is not required but it is highly recommended, go to <u>https://developers.meethue.com/</u> and create your account. Read through "getting started" section.
- 3. **Create a username** While on the same network go to <u>http://<</u> replace with your bridge ip address>/debug/clip.html and once you see debug screen type the following;
 - a. **URL** <u>http://<replace</u> with your bridge ip address>/api/ or just /api
 - b. **Message Body** {"devicetype":"my_hue_app#<replace with any username>"}
 - c. Press the Hue Bridge Button Once
 - d. Press PUT on debug Screen
 - e. Confirm you get a Command Response You should get a response saying "Success" and "username" followed by a lot of numbers. Copy and save this number, it will be required on HTTP commands.
- **4. Get all your groups/lights/scenes** Using the debug screen type in the URL /api/<replace with the username number>/groups and press GET. Copy all text and save it, repeat the steps but with /api/<replace with the username number>/lights and /api/<replace with the username number>/lights and /api/<replace with the username number>/scenes. This is so you have reference for later.
- 5. Test turning ON a group from Zipato Go to zipato and create a test rule, add an HTTP command and type the following;
 - a. Method PUT
 - b. URL -

http://<replacewithyourhueIP>/api/<replacewithuserID>/groups/<replacewithgroup number>/action

c. Body - {"on": true}

For all lights use group 0.

- **6.** Test turning OFF a group from Zipato Go to zipato and create a test rule, add an HTTP command and type the following;
 - a. Method PUT

b. URL -

http://<replacewithyourhueIP>/api/<replacewithuserID>/groups/<replacewithgroup number>/action

- c. Body {"on": false}
- **7. Test recalling a scene from Zipato** Go to zipato and create a test rule, add an HTTP command and type the following;
 - a. Method PUT
 - b. URL -

http://<replacewithyourhueIP>/api/<replacewithuserID>/groups/<replacewithgroup number>/action

- **c. Body** {"scene": "<replacewithsceneID>"}, you can find the scene ID for each group on the text saved for the SCENES GET command.
- **8.** Test setting a group on "Color Loop" effect from Zipato Go to zipato and create a test rule, add an HTTP command and type the following;
 - a. Method PUT
 - b. URL -

http://<replacewithyourhueIP>/api/<replacewithuserID>/groups/<replacewithgroup number>/action

c. Body - {"on": true,"bri": 254,"effect": "colorloop"}

You can keep browsing the developers site for more reference of how to operate lights, how to set specific colors, etc. I only posted this since I think is the basic commands anyone would like to use on their system.