

**EZHomeGuideFile**

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# Chapter 1

## EZHomeGuideFile

### 1.1 EZHome v1.0 beta

EZHOME Release 1 beta

May 10, 1998

Introduction

System Requirments

Installation

Buttons Reference

Tutorials

Overview of included Rexx scripts

The EZHome(D) Arexx Interface.

Troubleshooting

Contacting the Author & Acknowledgments

Program History

ToDo

This guide is not yet complete and may contain errors.

It also may contain features which are not yet present/no longer present.

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EZHomePrefs is ©1998 Jim Hines All Rights Reserved

### 1.2 Introduction

Introduction to EZHome

EZHome is the first and only (that I am aware of) software available for the Amiga which allows control of the Activehome unit. It is small and much faster than the CyberX10 program for the CP-290 X10 controller (The CP-290 is an older X10 computer interface. It could only send and not receive X10 commands on the powerline).

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EZHome is a program which allows you take control of your home, apartment, dorm, business or whatever you want to control. It does this by interfacing to the CM11A Activehome interface. This unit is also know as the Home Director, by IBM. The CM11A is a 2-way X10 controller. This means it can both send and receive X10 commands. This can be useful for many reasons. Sending commands from your computer means that you can take control of your home from the computer interface (EZHome), telephone, remote control unit, etc.

EZHome actually consists of two programs. The first is EZHome. EZHome is the daemon (FYI, A daemon is a small program which runs in the background). It accepts commands thru it's Arexx port and also monitors the serial port for signals from the Activehome unit.

The second program is EZHomePrefs. Just like its name, its the prefs program for EZHome. It allows you to set up Actions which will execute when it receives a specific x10 command. It also lets you build and run custom macros, send realtime X10 commands, or set up a log file or set the clock in the Activehome unit.

EZhome fully supports the CM11A in all commands except the fast macro download. This is still under consideration whether or not to include this into future versions. You are simply better off leaving your computer on 24/7 and let it process the comands rather than the CM11A. This is because the limits of the Activehome's memory requirments are far less than the capabilities of your Amiga (CM11's memory is only 1kb).

#### A Word on Arexx

It is not a necessity to understand arexx, but a strong key to greatly benefiting from EZHome is to have an awareness of it. Many sample scripts are included and can be modified for your own use. A template is included and the syntax is quite simple. Anyone can do it...really!

#### A Word on Terminology

An Action is the item that gets executed when a given X10 command is received. The Action can be a program file, a rexx or AmigaDos script or even a direct command to EZHome to something else on/off.

#### In Conclusion

EZHome is the result of many many months of work and many contributions and ideas from you, the end users. I hope you enjoy using it.

## 1.3 Requirments

### SYSTEM REQUIRMENTS

EZHome should run on any 68020+ Amiga with Workbench/Kickstart 2.04 or better with 512k of ram. These programs and librarys are required to make various parts of the EZHome programs work. All non AmigaDOS programs are included within the archive and will be installed if necessary.

- \* REXxMast MUST be running (Included with AmigaDOS v2.04 and later)
- \* REXxReqTools.library 37.71 or later
- \* MUIRExx v3.0+
- \* Icon.mcc (MUIRExx)
- \* rexxserdev.library
- \* The sys:rexxc directory MUST exist and be in your path.

## 1.4 Installing EZHome

### INSTALLATION

To run EZHome, you first need to install it. This can be done simply by double clicking the EZHome\_Install icon. Or, you can install it manually, see [MANUAL INSTALLATION](#).

After installation, you must reboot.

After a reboot, the EZHome daemon should be running. There are two ways to check. The easiest is to simply double-click on the EZHomePrefs icon in the EZHome: directory, and look at the EZHome Status gadget. It will either say "Active", or "Inactive."

## 1.5 Manual Installation

### MANUAL INSTALLATION

- Create a directory called EZHome.
- Copy EZHome to your EZHome directory.
- Copy EZHomePrefs and EZHomePrefs.info to your EZHome directory.
- Copy the contents of the libs directory to your libs: directory.
- Copy MUIRExx to your sys:rexxc directory.

The following directories MUST be present in your EZHome directory.

- Copy the prefs directory to your EZHome directory. Make sure that the subdirectory 'Labels' within EZHome:Prefs/ is present
  - Copy the Scripts directory to your EZHome directory.
  - Copy the ConfigFiles directory (and all subdirectories) to your EZHome directory.
-

Then, you must edit your s:user-startup sequence.

assign EZHome: [yourdevice]:EZHome

run >nil: EZHome:EZHome

That should do it. Just reboot and run EZHomePrefs to create your custom configuration(s).

## 1.6 Buttons

### LISTING OF BUTTONS AND FUNCTIONS

EZHome Daemon Control

About

- Realtime Page----

Unit Control

Housecode

Button Labels (16)

Unit Cycle Switches (16)

Dim Sliders (16)

Status Update

EZHome Logo About

Global Control

Last Selected

AllLightsOn

AllLightsff

AllUnitsOff

Quick Macros

Quick Macros List

Add

Delete

- Actions Page----

What the heck are Actions: A Brief Description

Command

House

Unit

Function

Add

Description

Action Listview

Clear

Delete

---



Load  
Save  
Test  
Refresh  
- Timer Page----  
Not Complete at present  
- Prefs Page----  
Serial Device  
Unit  
Monitored Housecode  
Record Log  
Log Path  
Battery Reset  
Battery Level  
Set Clock  
CM11A Status  
Test Shell  
Save Settings

## 1.7 EZHome Daemon Control

Runs/Stops the EZHome Daemon.

## 1.8 About

Give information about the program.

## 1.9 housecode

Selects which housecode the user wants to control in real time. This will automatically be set to your default housecode on startup. Please be aware that when switching housecodes, the status/control buttons will NOT be changed. What this means is that if you are on housecode 'A' and unit 11 is turned on, then you switch to 'B', unit 11 will STILL show as being turned on even though it may not be.

## 1.10 labels

These label gads simply allow the user to input their own unit names. Press the right mousebutton to get the "Save Labels" popmenu. When setting these up, you MUST save each housecode's labels seperatly.

---

## 1.11 cuclesw

These 16 cycle gadgets allow the user to turn on/off any of the 16 units.

This buttons also double as status gadgets and are updated when commands are recieved from the CM11A. DIM does nothing when selecting it. Its only use is to monitor when units are dimmed from external sources (ie: a wireless RF remote).

## 1.12 dimslide

This pop sliders allow the user to dim any given unit. There is a dim slider for each of the 16 units but note that some X10 devices are NOT dimable and the CM11A is not smart enough to detect this.

When dimming a unit, not that the levels are NOT absolute. They are simply amounts.

What this means is that if you dim unit A10 to -5 it will dim 5 whole units. Moving the slider to -4 will NOT brighten the unit, it will dim it an additional 4 units.

The unit would then be dimmed a total of 9 units so a +9 would be required to bring the unit back to full intensity.

## 1.13 statusupdate

This button will send a status request to the daemon and update the status cycle switches accordingly.

## 1.14 lastselected

This text gadget simply shows the user the last unit to be controlled.

## 1.15 alllightson

This button will turn all light units on for the selected housecode.

## 1.16 alllightsoff

This button will turn all light units off for the selected housecode.

## 1.17 allunitsoff

This button will turn all units off for the selected housecode.

---

## 1.18 quikmac

Quick Macros allow the user to create scripts that can quickly executed simply by double clicking them in the list. This are handy for controlling multiple lights or scenes. One use might be to dim all your livingroom lights for television viewing. Another quick macro might be used to bring all the lights back up to full brightness. A file called Macro.prefs will be created in your EZHome.prefs directory. It is nothing more than a simple text file. You may create this file with any text editor. The format is:

Description,Script or Command

A Macro.prefs file might look like this:

Desk Lamp,run rx EZHome:Scripts/InsideLights/DeskLamp

Movie Time,rx EZHome:Scripts/TV/MovieTime

End Movie Time,rx EZHome:Scripts/TV/EndMovieTime

VCR Play,run rx 'address InfraRexx VCR\_Play'

VCR Stop,run rx 'address InfraRexx VCR\_Stop'

## 1.19 addmac

Brings up a requester for adding a script to the quick macro list.

## 1.20 delmac

Delete a quick macro from the listing.

## 1.21 actions

What in the heck are Actions?

An Action is simply what you want to happen when your Amiga picks up an X10 command from the powerline (via the CM11A). For instance an Action might be set up to monitor for an House 'A' unit 10. When this house/unit code is received, your Amiga can execute a program or script or even a direct shell or Arexx command. This can be useful for such things as shutting down all 256 codes with one X10 command or turning on and dimming a series of X10 devices. There is no limit to the amount of Actions that may be set up. Also, you may have many Actions for the same house/unit codes. This means you could have multiple actions occur for an A-10 ON command from multi commands.

---

## **1.22 command**

This gadget represents the command to get executed when a particular X10 event is received.

## **1.23 house**

This gadget selects the housecode to watch for and may be changed on the fly in existing Actions.

## **1.24 unit**

This gadget selects the unitcode to watch for and may be changed on the fly in existing Actions.

## **1.25 func**

This gadget selects the X10 command to watch for and may be changed on the fly in existing Actions.

## **1.26 add**

This button adds the newly created Action to the Action List. When clicked, a requester will open asking for a description for the Action. If it is canceled or a null field is entered, the Action will NOT be added to the list.

## **1.27 desc**

Allows the user to edit the Action description.

## **1.28 actionlist**

This is the listview that contains all Actions that EZHome will monitor for.

## **1.29 clear**

This will clear all fields, but NOT any Action in themselves.

## **1.30 delete**

This will delete the selected Action from the list.

---

### **1.31 loadactions**

This will load a previously saved Action file.

### **1.32 saveactions**

This will save the currently loaded Action file.

### **1.33 test**

This button will test the selected Action.

### **1.34 refresh**

This gadget will redraw the listview, reselecting the previously selected Action.

### **1.35 serialstring**

Input the serial device which the CM11A is connected to.

### **1.36 unitnum"**

This is where the serial device unit number goes.

### **1.37 monitoredhousecode**

The CM11A can monitor only one housecode at a time. This allows you to select which one you want to monitor.

### **1.38 recordlog**

When checked, EZHome will save a log file of all incoming and outgoing X10 commands.

### **1.39 logpath**

Contains the path of the log file to be saved. Record Log must be selected in order for the file to get saved to this path.

### **1.40 betteryreset**

Resets the Cm11A's internal Battery Timer. It will ask you if you are sure you want to do this when clicked. This should only be done when replacing the batteries within the CM11A.

---

## 1.41 betterylevel

Status of the battery life within the CM11A.

## 1.42 setclock

Sets the CM11A's internal clock to that of your Amiga.

## 1.43 status

This series of text gadgets displays the status of your CM11A.

1. CM11A internal Time
2. CM11A internal Day
3. CM11A internal Year Day.
4. CM11A revision number.

## 1.44 testshell

When selected, any event that is "Tested" will open a console window.

## 1.45 saveprefssettings

This button will save your current preferences settings.

## 1.46 Tutorials

### TUTORIALS

A few tutorials are given below to help you understand how to edit and add Actions.

How to add a new Action

How to delete an Action

How to edit the Description

## 1.47 addingaction

Tutorial: Adding an Action

1. Click the action tab on the EZHome GUI. If already selected, click on the "Clear/New" button.
  2. Click the popup button next to the Command sting gadget and find the path to the file you wish to execute. Alternatively, you may enter a direct command
-

within the string gadget. This may be a shell command or an arexx command.

3. Select the House, Unit and Function you wish for this command to be triggered by.

ie: if you want to run your GetEmail program everytime an A1 ON is received by the CM11A, then enter "A" for House, "1" for Unit and "ON" for Function.

4. Click the ADD button. A requester will pop up asking for a description. You MUST fill this in or the Action will NOT be added. Be sure to make it descriptive. ;)

## 1.48 deleteaction

Tutorial: Deleting an Action

This one is easy. Just select the Action you wish to delete, then click the Delete button. Then you MUST save the Action list with the Save button. Give it any filename you wish.

## 1.49 changedesc

Tutorial: Editing the Action Description

1. Select the Action you wish to edit the description of.
2. Click in the Description string gadget and type the new description.
3. Save the Action list using the Save button. Give it any filename you wish.

## 1.50 Author & Acknowledgments

EZHome is SHAREWARE

EZHome is not free. If you like it and use it, please consider registering.

EZHome is the result of several months of work and it is the only program for the Amiga that can control the X10 Activehome unit. I am asking a very small fee of only \$15 if you use it.

The program is fully functional without registering, but the amount of action events is limited to only five. You can have as many as you like in the EZHomePrefs program, but only the first five are actually valid.

If five actions is enough for you, then you may not wish to register, but for powerusers, five actions will not be near enough. I have 35 actions in my configuration!

Also, the unregistered version may or may not include the yet to be implemented Timer section. I am still undecided on this presently.

An external Timer (EZCron) program may be used, however.

EZHome is developed entirely in ARexx. I think it's a pretty good example

---

of the power that arexx has to offer. There is not much you can't do in Arexx.

My Amiga is an A2000 with a GVP 030/50mhz. I have 18mb FASTRAM and 2mb CHIP. The 2mb CHIP comes from the hardware hack from AmiNet. Also in my A2K resides a GVP PhonePAK which is a fantastic card!! It allows me to control my Amiga and my house (via arexx, of course :) from the telephone. Also I have a Picasso 2 graphics card for displaying on a GateWay 2000 CrystalScan 17" SVGA monitor. My Amiga also controls my entertainment center via Infrarexx and homemade hardware.

If you have any suggestions for improvements or new features, I like to hear them. Also, of course, if you find any bugs, I would like to know where they are. My email address is:

[hines\\_j@iolinc.net](mailto:hines_j@iolinc.net)

My snail mail address is:

Jim Hines

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Visit my Internet Home Page for the latest version of EZHome and for other interesting stuff:

[http://www.iolinc.net/~hines\\_j](http://www.iolinc.net/~hines_j)

Also available on my homepage are:

EZCron A GUI based general purpose Timer program. Very powerful and a large installed user base.

EZCID: A caller ID program.

Acknowledgments

Thanks must go to the following people:

Gene Heskett: For his huge help in figuring out some of these algorithms. . .and for beta testing.

Thanks Gene!

Karl Swisher: For some great ideas and some logical help when needed.

Wendell Watanbee: What a beta Tester! Very helpful and full of suggestions. Every programmer needs a beta tester like Wendell!

LEGAL STUFF

\* EZHomePrefs ©1998 Jim Hines

\* EZHome ©1998 Jim Hines & Gene Heskett

\* rexxreqtools.library ©1992-1994 Rafael D'Halleweyn

\* MUIRexx ©1995-1997 Russell Leighton (where are ya?)

There are no guarentees implied whatsoever for EZHome. I take no responsibility for any damage for ones equipment, mental health or financial status from using EZHome.

All is at your own risk.

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## 1.51 ARexx Scripts

Included ARexx Scripts (and how to use them)

## 1.52 Arexx

- EZHome (daemon) Arexx Interface

Useful arexx commands that may be sent to EZHome (daemon) are:

### COMMANDS

#### SETCLOCK

- Sets CM11A's internal clock to the same time as the Amiga clock.

#### SETHOUSE [A-P]

- Choose the housecode for realtime operations.

### STATUS

- Request the Status from the CM11A. The daemon must be started from a shell with the -v option to see any output, as the output goes to the standard I/O from EZHome. If EZHomePrefs is running, a complete report is sent it's arexx port and displayed in its GUI.

### QUIT/EXIT

- Causes the daemon to exit

### READPREFS

- Forces the daemon to re-read its EZHome.prefs file.

This would be useful if you automatically create a change in your prefs file and want it to immediately use the changes without restarting.

### BATTRESET

- Sends the battery reset command to CM11A. This also resets the guage to 100% full. This number gradually drops as the batteries are used from power failures, being unplugged, etc.

### RESETDEVS

- Simply resets all Monitored bits to zeros.

### SEND

- If this COMMAND is given, an ARGUMENT from below must follow it. The syntax is:

EZHome [COMMAND] [x10 address] [arguments]

EXAMPLES: rx 'address EZHOME send A11 A12 A16 DIM 6

---

rx 'address EZHOME send A11 A12 A16 OFF

SEND ARGUMENTS

ON

- Turns X10 unit on.

OFF

- Turns X10 unit off.

DIM [1-9]

- Dims X10 unit to a value which must follow. It can be any of 1-9.

BRIGHT [1-9]

- Turns X10 unit on.

AllLightsOn

- Turns all X10 light units on.

AllLightsOff

- Turns all X10 light units off.

AllUnitsOff

- Turns all X10 units off.

ExtendedCode

- Not yet tested.

HailRequest

- Not yet tested.

HailAck

- Not yet tested.

PresetDim1

- Not yet tested.

PresetDim2

- Not yet tested.

ExtendedDataTxx

- Not yet tested.

StatusOn

- Not yet tested.

StatusOff

- Not yet tested.

StatusRequest

- Not yet tested.

---

## 1.53 history

EZHomePrefs

```
/* EZHomePrefs
```

```
** This program uses MUIRexx v3.0+
```

```
** $VER: EZHomePrefs v0.78 beta by Jim Hines
```

```
**
```

```
** Fixed bug which prevented creating an action.prefs file when one didn't exist
```

```
** Battreset button now works.
```

```
**
```

```
** Fixed the dim gadgets bug
```

```
** Fixed another bug in the dim which was causing an exit if no status was returned.
```

```
** Added user Macro.prefs support. Eventually want to be able to record macros
```

```
** Deleted 'rx' from EZHome startup command as it is now compiled and rx is unnecessary.
```

```
** Now supports ALL statusrequest items including EZHomeD version number.
```

```
**
```

```
** v77 Battery Meter and Battery Reset Now functional
```

```
** v78 User Labels kinda working.
```

```
** v79 Commented out the 'do until rc ~= 20' code in the send.
```

```
** v80 Took out the above 'fix' as it was causing problems
```

```
**
```

```
*/
```

EZHome (daemon)

```
/* X10 CM11A ActiveHome Control Interface by Jim Hines & Gene Heskett
```

```
** $VER: EZHome Daemon v0.58 beta by Jim Hines & Gene Heskett ©1998 EZSoft
```

```
**
```

```
** TODO:
```

```
** When a status or setclock function is issued, if old data is still in the
```

```
** CM11's buffer, the commands will fail. This needs fixed by reading the buffer first.
```

```
** This would only be relevant on a direct command. If the daemon is running, there
```

```
** should exist no problem.
```

```
**
```

```
** After a signal is received on the pl, a status request is also called to update the gui.
```

```
**
```

```
** Some hangs still seem to occur. The funny thing is, they are occurring in the Confirm: loop
```

```
** from 565-568.
```

```
** This problem seems to be in the cm11. Occasionally, it does not return a checksum.
```

```
** I have added failure code to attempt to avoid these lockups.
```

```
**
```

---

\*\* Renamed statusrequest: subroutine to GetStatus: to avoid confusion with the StatusRequest x10 command

\*\* v.55 Added arexx command 'BattReset' which resets the battery timer.

\*\* v.56 Now sends ALL status data thru port.

\*\*

\*\* v.57 Now supports RESETDEVS command to reset all monitored device bits.

\*\* v.58 Changed rc on confirm failure to 20

\*\* v.59 Error 20 now recalls SendNorm() instead of Loop(). This should cause

\*\* the daemon to keep trying until the command gets sent.

\*\* v.60 Took out the above as it was causing problems

\*\*

\*/

## 1.54 todo

TODO LIST FOR EZHome(D)

- o Set up Sunrise/Sunset Actions.

- o Double-Click on event to enable/disable it.

If anyone wants to add some ideas, please write and tell.