

# Floor plans - adding to the mobile app

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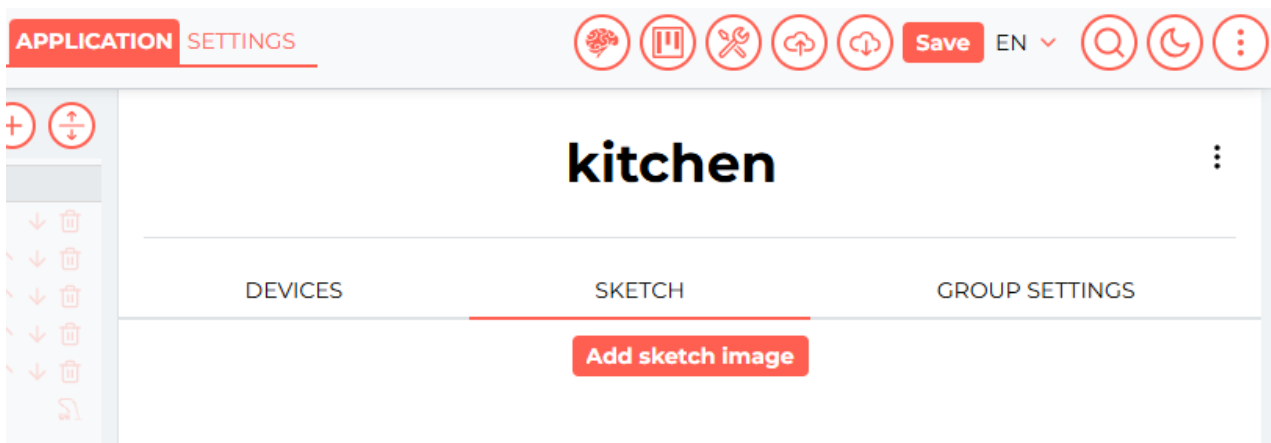
## Introduction

In Ampio UNI, in the *PLACES* tab, we can group elements not only as a list, but also arrange them in layouts. From the floor plans we can control the objects and also move between the different groups.

## Configuration in Ampio Designer

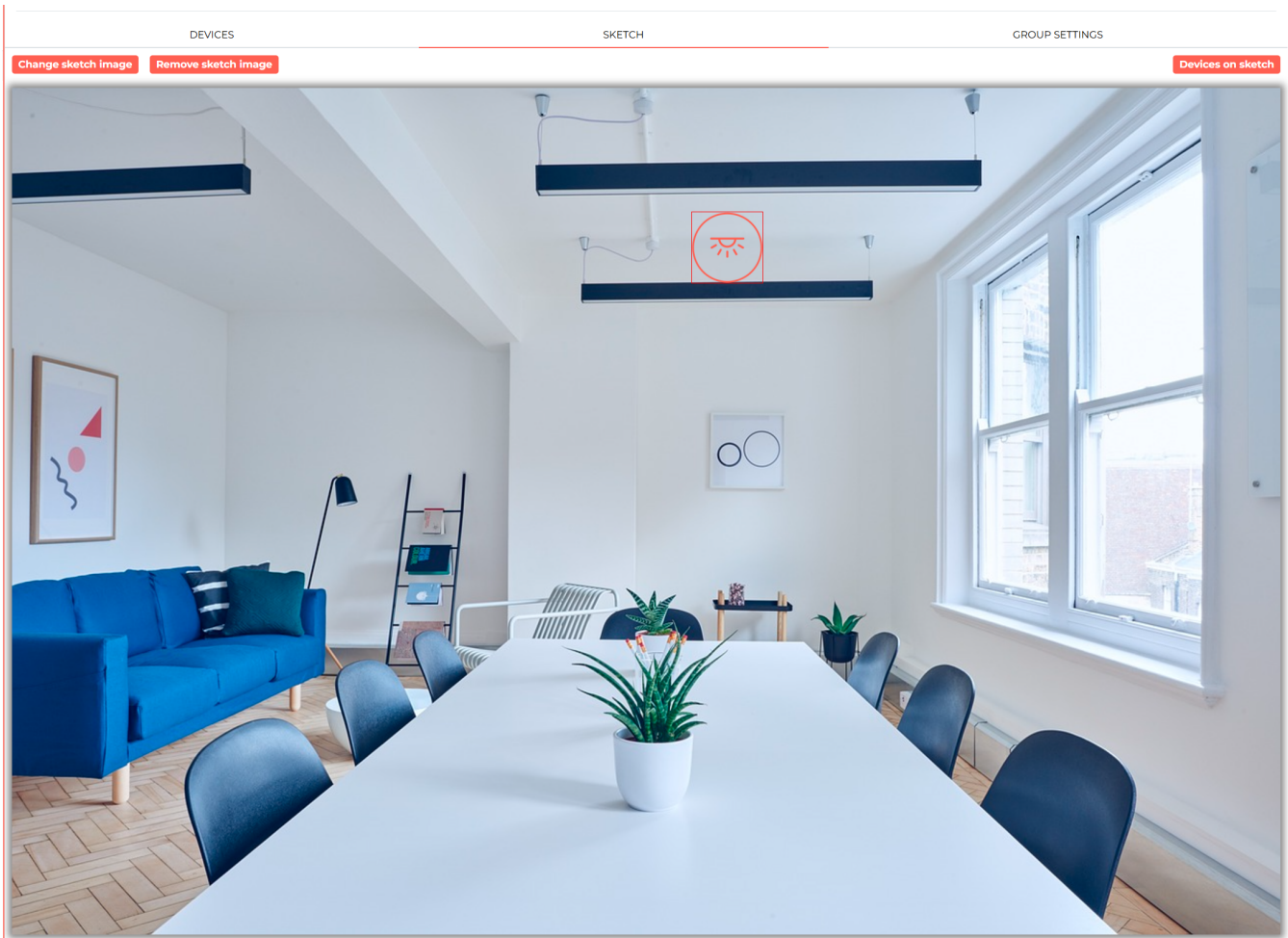
### Adding floor plans (sketches)

To add a floor plan to a group in the mobile app, go to the *LOGIC* tab in the Ampio Designer and then select *SKETCH* above the group name.

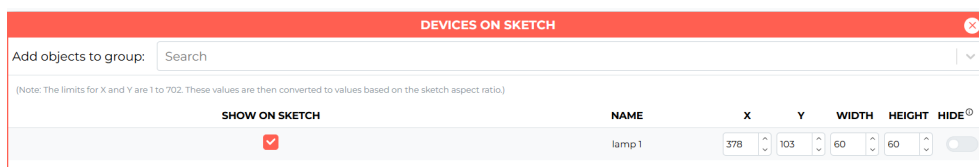


### Adding objects to sketches

To superimpose an object on the drawing, select *Devices on sketch* and select the relevant object. Changing the icon for an object is available in the object settings.

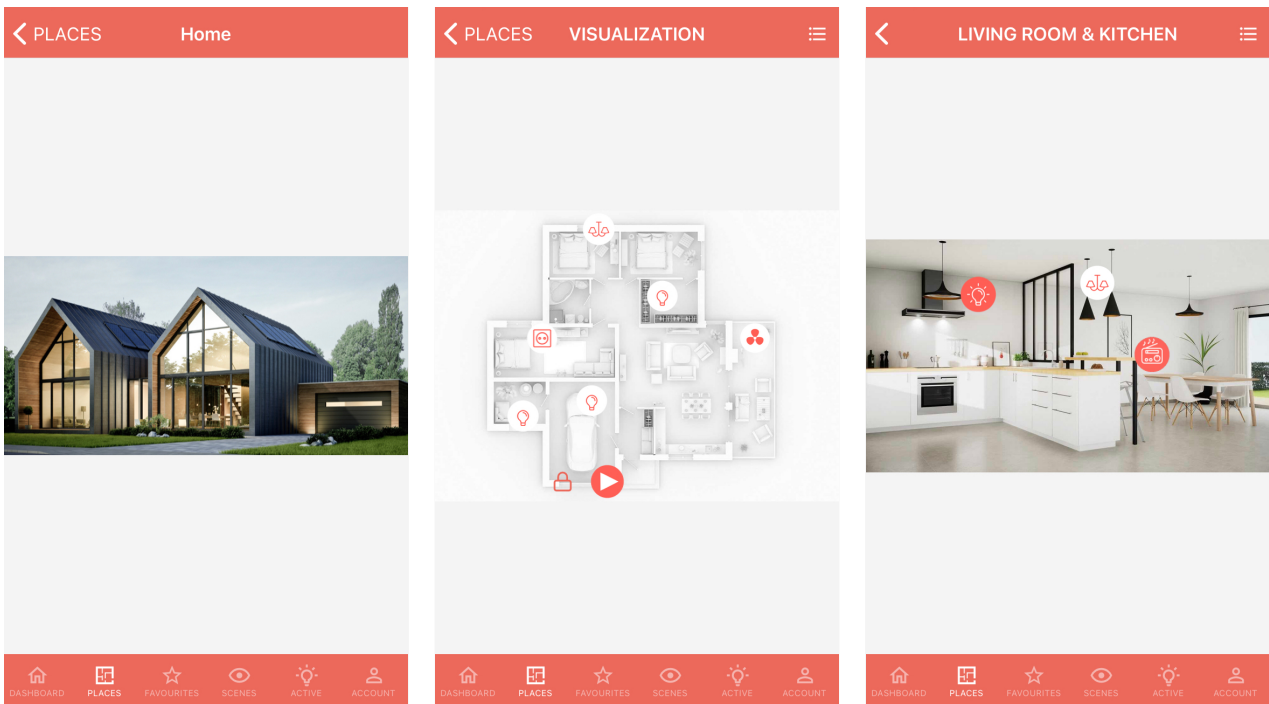


An additional Menu will appear on the left-hand side, making it easier to precisely arrange and resize objects.



Finally, save the changes by using the Save button in the top right corner.

## Example use of sketches



Our sketch can be a plan of a building, a photograph of a building, a view of a room, any image we choose. We can place icons on the sketch and indicate in which area on the image a certain function should take place. We can control the value of our objects or move to another place by selecting a certain area of our house, e.g. bathroom, bedroom, etc.

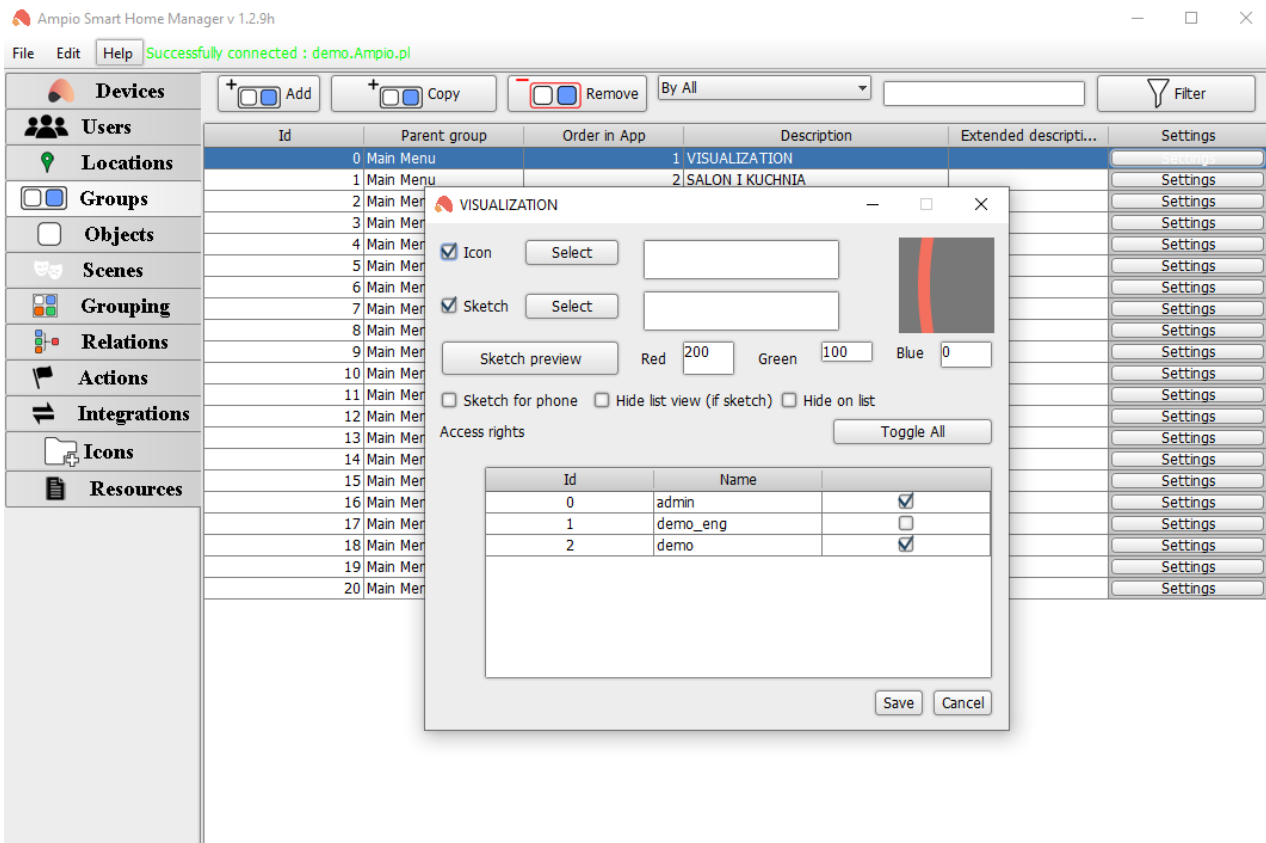
## Configuration in the Smart Home Manager\*

\*from January 2024, the Smart Home Configurator software is no longer being developed. It is recommended to use it only in substantiated instances.

### Adding sketches

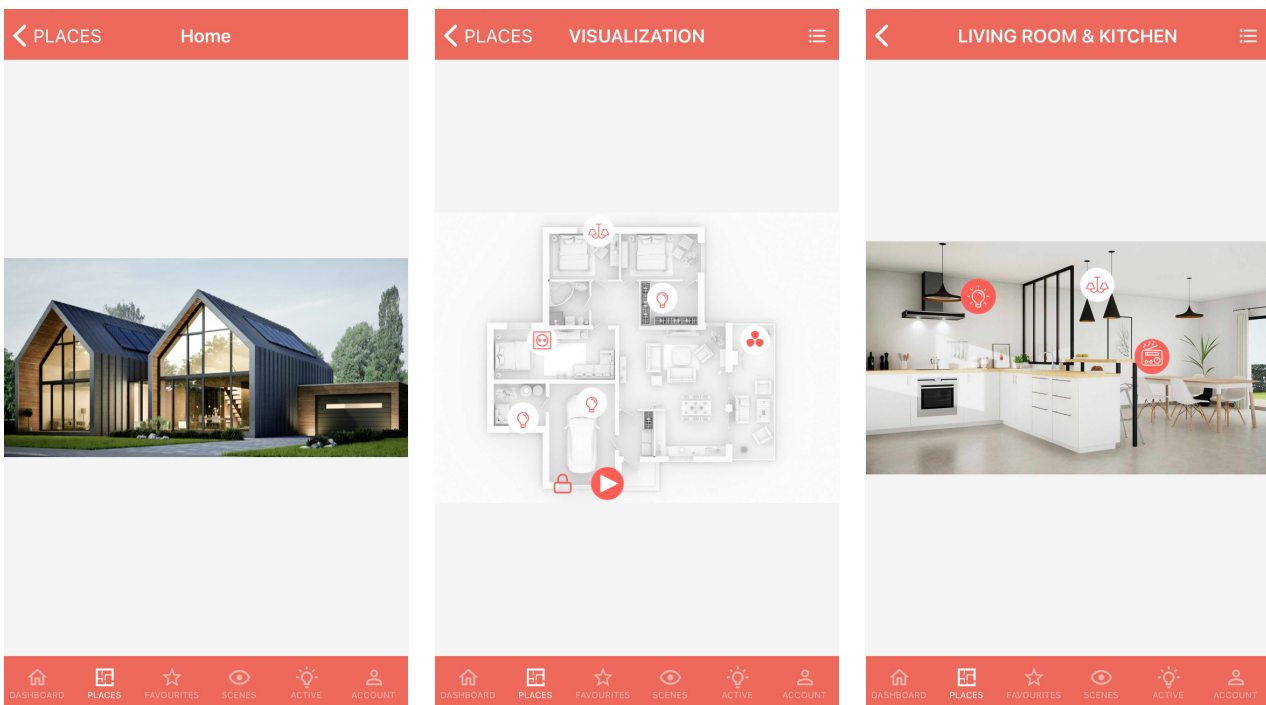
In order to add new graphics, log into the Smart Home Manager application. A prerequisite here is knowing the admin password to the server, as well as providing the IP address. If you do not know, how to log into the Smart Home Manager application, follow the steps in: [M-SERV server configuration](#)

After logging in, go to the *Groups* tab, find the group to which you would like to add a picture on the list, and go to the group's settings.



Tick the box next to *Sketch* (this is the name for various graphic representations of rooms in the Smart Home Manager app) for the selected group and choose a picture from your computer that will serve as a visualisation for the given group. After saving the changes, remember to save the configuration on the server, e.g. by using the shortcut *Ctrl+S*, or in the top menu bar.

## Sample use of visualisations



What can serve as room graphics are: floor plans, photos, interior design visualisations, or any other chosen picture. You

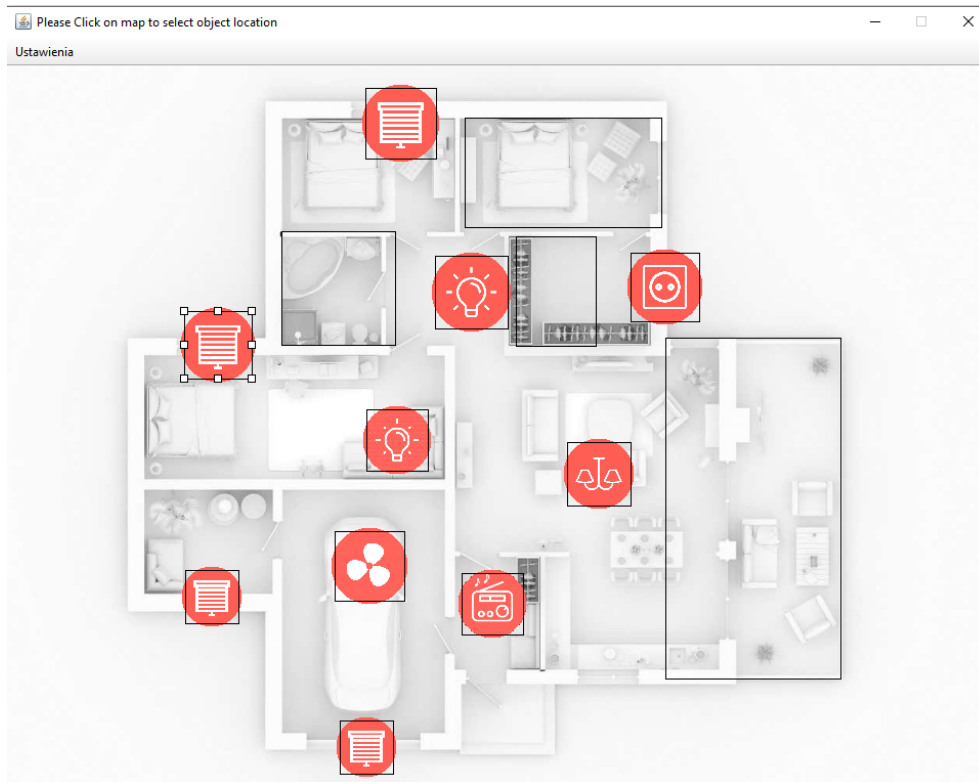
can add icons on the graphics and select an area on the picture, where a given functionality will be active. You can manage the value of your objects, or move to a different part of the building e.g., bathroom, bedroom, etc.

## Adding objects to graphics

To find out more about objects and their configuration, please visit our guide: [Objects - configuration in the Smart Home Manager](#). Adding an object to a picture starts with opening the *Grouping* tab in the Smart Home Manager, and selecting the group to which a picture was added earlier. In order for an object to appear on the graphics, it must belong to the selected group.

Belongs	ID	Object name	Device name	Settings	LP	X,Y	Select
<input checked="" type="checkbox"/>	16	Brama garażowa	14:	Settings	6	231,636	Select
<input checked="" type="checkbox"/>	252	Gniazdko	102:Master	Settings	15	436,179	Select
<input checked="" type="checkbox"/>	534	Rolety Parter	ccf6:	Settings	8	249,18	Select
<input checked="" type="checkbox"/>	535	Rolety Sypialnia	ccf6:	Settings	7	122,236	Select
<input checked="" type="checkbox"/>	536	Rolety z Lamelkami	ccf6:	Settings	9	123,489	Select
<input checked="" type="checkbox"/>	642	Radio	102:Master	Settings	12	317,492	Select
<input checked="" type="checkbox"/>	754	Lamp	102:Master	Settings	11	391,364	Select
<input checked="" type="checkbox"/>	755	Wentylator	102:Master	Settings	14	228,451	Select
<input checked="" type="checkbox"/>	756	Światło	102:Master	Settings	10	250,332	Select
<input checked="" type="checkbox"/>	764	DO SALONU	102:Master	Settings	1	460,262	Select
<input checked="" type="checkbox"/>	765	DO ŁAZIENKI	102:Master	Settings	2	190,158	Select
<input checked="" type="checkbox"/>	766	DO SYPIALNI	102:Master	Settings	3	319,47	Select
<input checked="" type="checkbox"/>	767	DO GARDEROBY	102:Master	Settings	4	355,163	Select
<input checked="" type="checkbox"/>	849	Oswietlenie	102:Master+pow	Settings	5	0,0	Select
<input checked="" type="checkbox"/>	1545	Kamera	102:Master	Settings	16	0,0	Select
<input checked="" type="checkbox"/>	1939	RGB	8d08:RGB	Settings	13	298,182	Select

As you can see, there is a column with coordinates for the location of a given object on the picture. If you want to choose the location of the object in a more visual way, select the last option *Select* in the last column.



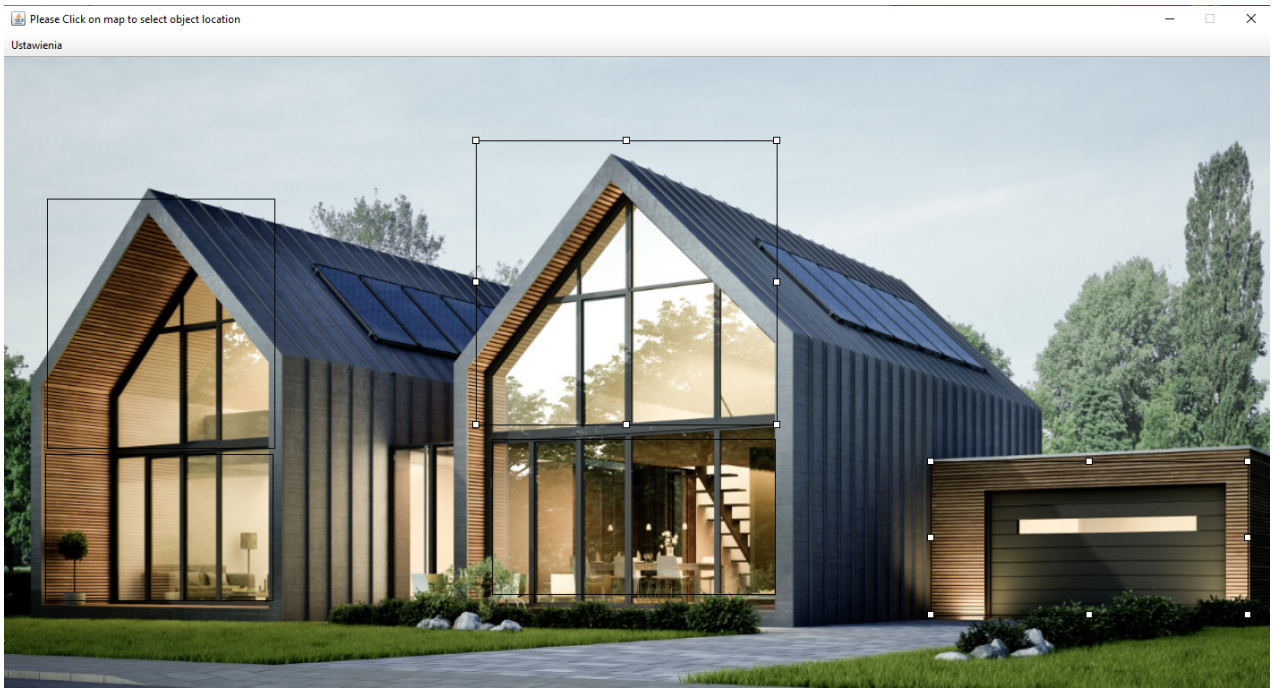
You will see a preview of the uploaded picture. Here, you can place the object in an appropriate place, and also change its size. Setting up the size of the icon is tantamount to determining the area in which you will be able to control the selected object by clicking on it. Once you select the final position of the object, you can close the window.

What, if you would want an object to show only on the picture and not on the group's list? In such a case, you should go to the same tab as before, and open the *Settings* window for the object. Here, you will see a couple of options, including *Show object only on sketch*. Ticking the box and saving the settings will let you achieve that goal.

Remember that for all changes to be visible in Ampio UNI, you must save the configuration on the server.

## Moving between groups using visualisations

In order to use such a configuration, you will have to manually create a group-type object. You can do that in the *Objects* tab by clicking on *Add* and choosing *Group* in the *Object Type*. Now, for the object to act as a hyperlink to a selected group, you have to assign a group ID to it in the interpretation. Which means that you first have to go to the group's tab and check its ID. For example, a group *Kitchen* has ID no. 13 - memorise it and go back to the *Objects* tab. Then, in the number field of the chosen object, enter the memorised number, which in this case was 13. The rest of the process of adding an object to a picture is the same as described in the previous section of this document. This way, by clicking on the selected area, you will be redirected to the assigned group.



All done! Save the configuration on the server and enjoy the possibility of managing your building from added pictures.