

Automations

- [Device Control Automations](#)
- [Irrigation Tracking Automations](#)
- [Motion Lighting Automations](#)
- [Notification Automations](#)
- [Security Automations](#)

Device Control Automations

Overview

10 automations handle device and light control — basement lights, bedroom climate, bedroom fan timer, living room lamp schedules, and Bar 4-button switch mappings.

Turn On Basement

Entity: automation.turn_on_basement | **State:** on

Turns on the Basement lights.

Property	Value
Trigger	Various (switch, button, time)
Action	light.basement_lights → on

Turn Off Basement by Switch

Entity: automation.turn_off_basement_by_switch | **State:** on

Turns off the Basement lights via a switch trigger.

Property	Value
Trigger	Basement Switch 2 or Bar Switch Button 2
Action	light.basement_lights → off

Heat Bedroom

Entity: automation.heat_bedroom | **State:** on

Activates the Dyson Pure Hot+Cool Link heater in the bedroom based on a schedule or temperature threshold.

Property	Value
Trigger	Schedule (morning) OR temperature drops below threshold
Action	Activate Dyson heating mode

Turn Off Bedroom Fan in X Time

Entity: automation.turn_off_bedroom_fan_in_x_time | **State:** on

Starts a timer to automatically turn off the bedroom ceiling fan after a configurable period.

Property	Value
Trigger	Bedroom Fan turns on
Action	Schedule fan.bedroom_fan → off after delay

Living Room Lamps On Automation

Entity: automation.living_room_lamps_on_automation | **State:** on | **Area:** Living Room

Turns on the Living Room Lamp Switch (TP-Link KS205) on a schedule or trigger.

Living Room Lamps Off Automation

Entity: automation.living_room_lamps_off_automation | **State:** on | **Area:** Living Room

Turns off the Living Room Lamp Switch on a schedule or trigger.

Bar Switch — Button 1

Entity: automation.bar_switch_button_1 | **State:** on

The Bar 4-button Zigbee switch Button 1 action.

Property	Value
Trigger	Bar 4-button switch Button 1 press (ZHA event)
Action	Turn On Basement

Bar Switch — Button 2

Entity: automation.bar_switch_button_2 | **State:** on

Property	Value
Trigger	Bar 4-button switch Button 2 press
Action	Turn Off Basement

Bar Switch — Button 3 — Kitchen Lights

Entity: automation.bar_switch_button_3_kitchen_lights | **State:** on

Property	Value
Trigger	Bar 4-button switch Button 3 press
Action	Toggle Kitchen Lights

Bar Switch — Button 4

Entity: automation.bar_switch_button_4 | **State:** on

Property	Value
Trigger	Bar 4-button switch Button 4 press
Action	(configurable — check automation details in HA UI)

Notes

- The Bar 4-button switch triggers use ZHA device events. The same physical device also has a Zigbee2MQTT registration (`Living Room 4 Button Switch`) — ensure only one integration's events are triggering these automations to avoid double-firing.
- `automations.heat_bedroom` depends on the `dyson_local` integration being available.

Last Updated

2026-06-24

Irrigation Tracking Automations

Overview

4 automations track watering activity for the 4 front yard irrigation zones. Each automation captures the last watered timestamp and run duration into helper entities whenever a zone completes a watering cycle.

How It Works

When the Orbit BHyve timer completes a watering cycle for a zone, the corresponding automation:

- 1. Records the completion time into `input_datetime.*_last_watered`
- 2. Records the run duration into `input_number.*_last_run_duration` (in minutes)

This data feeds the **Plants dashboard** and provides watering history for each garden zone.

Track Front Planters Watering

Entity: `automation.track_front_planters_watering` | **State:** on

Property	Value
Trigger	<code>valve.front_yard_tap_timer_front_planters_zone</code> → closed (cycle complete)
Actions	Set <code>input_datetime.front_planters_last_watered</code> = now
	Set <code>input_number.front_planters_last_run_duration</code> = elapsed minutes

Track Front Yard Shrubs Watering

Entity: automation.track_front_yard_shrubs_watering | **State:** on

Property	Value
Trigger	valve.front_yard_tap_timer_front_yard_shrubs_zone → closed
Actions	Set input_datetime.front_yard_shrubs_last_watered = now
	Set input_number.front_yard_shrubs_last_run_duration = elapsed minutes

Track Front Fence Planters Watering

Entity: automation.track_front_fence_planters_watering | **State:** on

Property	Value
Trigger	valve.front_yard_tap_timer_front_fence_planters_zone → closed
Actions	Set input_datetime.front_fence_planters_last_watered = now
	Set input_number.front_fence_planters_last_run_duration = elapsed minutes

Track Side Yard Garden Bed Watering

Entity: automation.track_side_yard_garden_bed_watering | **State:** on

Property	Value
Trigger	valve.front_yard_tap_timer_side_yard_garden_bed_zone → closed

Property	Value
Actions	Set <code>input_datetime.side_yard_garden_bed_last_watered</code> = now
	Set <code>input_number.side_yard_garden_bed_last_run_duration</code> = elapsed minutes

Related Helpers

Helper	Type	Zone
<code>input_datetime.front_planters_last_watered</code>	Date/Time	Front Planters
<code>input_number.front_planters_last_run_duration</code>	Number (min, 0-480)	Front Planters
<code>input_datetime.front_yard_shrubs_last_watered</code>	Date/Time	Front Yard Shrubs
<code>input_number.front_yard_shrubs_last_run_duration</code>	Number (min, 0-480)	Front Yard Shrubs
<code>input_datetime.front_fence_planters_last_watered</code>	Date/Time	Front Fence Planters
<code>input_number.front_fence_planters_last_run_duration</code>	Number (min, 0-480)	Front Fence Planters
<code>input_datetime.side_yard_garden_bed_last_watered</code>	Date/Time	Side Yard Garden Bed
<code>input_number.side_yard_garden_bed_last_run_duration</code>	Number (min, 0-480)	Side Yard Garden Bed

Notes

- These automations only run when a valve closes (cycle completion). They do not handle manually interrupted cycles.
- Duration up to 480 minutes is supported (8 hours max per the `input_number` configuration).
- Last watered timestamps shown in the Plants dashboard use these helpers as the data source.

Last Updated

2026-06-24

Motion Lighting Automations

Overview

6 automations handle motion-activated lighting across the home. All use Aqara Motion Sensor P1 entities (via Matter) as triggers.

Motion Activation Hallway Lights

Entity: automation.motion_activation_hallway_lights | **State:** on

Triggers the 2nd Floor Hallway lights when the Hallway Aqara Motion Sensor P1 detects occupancy.

Property	Value
Trigger	binary_sensor.hallway_aqara_motion_sensor_p1_occupancy → on
Action	Turn on Hallway Lights (Lutron)

Motion Activation Upstairs Hallway 2

Entity: automation.motion_activation_upstairs_hallway_2 | **State:** on

Triggers the 3rd Floor Upstairs Hallway light when the Upstairs Motion Sensor detects occupancy.

Property	Value
Trigger	binary_sensor.upstairs_motion_sensor_occupancy → on
Action	Turn on Upstairs Hallway Lights (Lutron)

Motion Activation Kitchen Lights

Entity: automation.motion_activation_kitchen_lights | **State:** on

Triggers kitchen lighting when motion is detected in the kitchen area.

Property	Value
Trigger	Motion sensor in kitchen area
Action	Turn on Kitchen Lights (Lutron)

Motion Activation Garage

Entity: automation.motion_activation_garage | **State:** on

Turns on garage lights when the Aqara Motion Sensor P1 in the garage detects occupancy.

Property	Value
Trigger	binary_sensor.garage_motion_sensor_occupancy → on
Action	Turn on Garage Lights

Garage Door Opening Lights

Entity: automation.garage_door_opening_lights | **State:** on

When the garage door opens, turns on the garage lights to illuminate entry/exit.

Property	Value
Trigger	cover.garage_door → opening
Action	Turn on Garage Lights

Link Hallway Lights to Upstairs

When Turning On Lights

Entity: `automation.link_hallway_lights_to_upstairs_when_turning_on_lights` | **State:** on

Syncs the 2nd Floor Hallway lights and 3rd Floor Upstairs Hallway lights so they activate together — useful for nighttime navigation.

Property	Value
Trigger	Hallway OR Upstairs Hallway light turns on
Action	Turn on the paired hallway light

Notes

- All motion sensors are Aqara Motion Sensor P1 devices connected via Matter (Aqara Camera Hub G3 or Hub M2 bridges).
- These automations do not include auto-off timers — lights stay on until manually turned off or a separate time-based rule applies. Consider adding time-limited auto-off for energy saving.

Last Updated

2026-06-24

Notification Automations

Overview

6 automations handle proactive notifications — low battery alerts, garbage collection reminders, soil moisture alerts, and wake-up routines.

Low Battery Notification

Entity: automation.low_battery_notification | **State:** on

Monitors battery levels across all battery-powered devices and sends a notification when any drops below threshold.

Property	Value
Trigger	Any battery sensor falls below ~20%
Devices covered	Aqara sensors (water leak, motion, wireless switch, temp/humidity), Lutron Picos
Action	Push notification listing affected devices

“ This is one of the most valuable automations for maintaining sensor reliability.

Battery Level Sensor

Entity: automation.battery_level_sensor | **State:** on

A companion automation to Low Battery Notification — may update a helper or calculate aggregate battery status across all devices.

Soil Sensor Low Moisture Alert

Entity: `automation.soil_sensor_low_moisture_alert` | **State:** on

Sends a notification when any plant soil moisture sensor drops below a defined threshold.

Property	Value
Trigger	Any Third Reality soil sensor moisture level drops below threshold
Sensors	Bedroom, Living Room, Media Room (Gen1); Outdoor 1-3 (Gen2)
Action	Push notification identifying the specific plant

Remind Me When Garbage Event

Entity: `automation.remind_me_when_garbage_event` | **State:** on

Triggers when a garbage/recycling calendar event is approaching and sends a reminder notification.

Property	Value
Trigger	<code>calendar.garbage_collection_schedule</code> event start approaching
Action	Notification reminder

Trash Reminder to iPhone

Entity: `automation.trash_reminder_to_iphone` | **State:** on

A companion to the garbage reminder — sends a push notification directly to the iPhone app.

Property	Value
Trigger	Scheduled time before collection day
Action	<code>notify.mobile_app_iceheart</code> push notification

Wake Up at Home

Entity: automation.wake_up_at_home | **State:** on

A morning wake-up routine triggered when Rajeev Iyer's phone alarm fires, activating lights and routines.

Property	Value
Trigger	sensor.iceheart_next_alarm (iPhone alarm time)
Condition	Person is home (person.rajeev_iyer = home)
Actions	Activate Wake up Bedroom scene; potentially other wake routines

Notes

- All notification automations use notify.mobile_app_iceheart and/or notify.pushover as delivery channels.
- The Trash Reminder to iPhone and Remind me when Garbage Event automations may be redundant; they likely serve slightly different timing or delivery scenarios.
- The TrashCard HACS frontend card (idaho) may display garbage schedule on dashboards independently of these automations.

Last Updated

2026-06-24

Security Automations

Overview

5 automations cover security and safety alerting — water leaks, smart lock timeout, garage door left open, UPS power loss, and backyard light control.

Water Leak Alert

Entity: automation.water_leak_alert | **State:** on

Sends an immediate notification when any Aqara Water Leak Sensor detects water.

Property	Value
Trigger	Any binary_sensor.aqara_water_leak_sensor_water_leak → on
Sensors covered	Multiple locations (kitchen, bathrooms, basement, guest bathroom)
Action	Push notification (iOS / Pushover)

“ **Critical automation.** Aqara Water Leak Sensors are deployed in multiple locations. All sensors feed this single automation.

Smart Lock Unlocked 30 Min Alert

Entity: automation.smart_lock_unlocked_30_min_alert | **State:** on

Sends a reminder notification if any smart lock remains in the unlocked state for more than 30 minutes.

Property	Value
----------	-------

Trigger	<code>lock.kitchen_smart_lock</code> OR <code>lock.aqara_smart_lock_u100</code> (Garage) → unlocked for 30 min
Action	Push notification warning

Notify if Garage Door Open

Entity: `automation.notify_if_garage_door_open` | **State:** on

Sends a notification if the garage door is left open for an extended period.

Property	Value
Trigger	<code>cover.garage_door</code> remains open for configurable duration
Action	Push notification

UPS Power Outage Notification

Entity: `automation.ups_power_outage_notification` | **State:** on

Notifies when the Media Room UPS (CPS CP1500AVRLCD) switches from grid power to battery — indicating a power outage.

Property	Value
Trigger	NUT UPS status → on battery
Action	Push notification

Control Backyard Light

Entity: `automation.control_backyard_light` | **State:** on

Manages the backyard light based on schedule, sunset/sunrise, or motion events.

Property	Value
Trigger	Sunset / sunrise / motion

Property	Value
Action	Toggle Backyard Light (TP-Link KS205)

Notes

- Notification targets for security automations are typically `notify.mobile_app_iceheart` (iPhone push) and/or `notify.pushover`.
- The Smart Lock Unlocked 30 Min Alert covers only `kitchen_smart_lock` and `aqara_smart_lock_u100` (Garage lock). The `ratgdov2.5i lock remotes` is not a physical door lock.

Last Updated

2026-06-24