

Scenes & Helpers

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Helpers

Overview

15 helper entities are configured via the UI (storage-based). They provide state storage, boolean flags, timers, person tracking, and geographic zones used by automations and dashboards.

Boolean Helpers

Guest Mode

Property	Value
Entity	<code>input_boolean.guest_mode</code>
Icon	<code>mdi:account-group</code>
Default	on
Purpose	Flag indicating guests are present; can be used to adjust automations (e.g., suppress alarms, adjust lighting)

Number Helpers (Irrigation Watering Duration)

Four `input_number` helpers store the duration of the last watering run for each Front Yard irrigation zone. Values are set by irrigation tracking automations.

Entity	Zone	Range	Unit
<code>input_number.front_planters_last_run_duration</code>	Front Planters	0-480	min
<code>input_number.front_yard_shrubs_last_run_duration</code>	Front Yard Shrubs	0-480	min

Entity	Zone	Range	Unit
<code>input_number.front_fence_planters_last_run_duration</code>	Front Fence Planters	0-480	min
<code>input_number.side_yard_garden_bed_last_run_duration</code>	Side Yard Garden Bed	0-480	min

All use `box` mode (manual entry) and 0.1 step.

Date/Time Helpers (Last Watered Timestamps)

Four `input_datetime` helpers store the last watered date and time for each irrigation zone.

Entity	Zone
<code>input_datetime.front_planters_last_watered</code>	Front Planters
<code>input_datetime.front_yard_shrubs_last_watered</code>	Front Yard Shrubs
<code>input_datetime.front_fence_planters_last_watered</code>	Front Fence Planters
<code>input_datetime.side_yard_garden_bed_last_watered</code>	Side Yard Garden Bed

All have both date and time enabled (`has_date: true, has_time: true`).

Timer Helpers

Garage Light Timer

Property	Value
Entity	<code>timer.garage_light_timer</code>
Duration	20 minutes
Restore	false
Purpose	Auto-off timer for garage lights; started when motion or door triggers lights

Button Helpers

Bin Button

Property	Value
Entity	<code>input_button.bin_button</code>
Icon	<code>mdi:gesture-tap-button</code>
Purpose	Virtual button — likely triggers a garbage/recycling reminder or related action

Zones

Two named geographic zones in addition to the default Home zone:

Work

Property	Value
Entity	<code>zone.work</code>
Latitude	43.641442
Longitude	-79.377578
Radius	47 m
Icon	<code>mdi:briefcase</code>
Purpose	Presence tracking — Rajeev at downtown Toronto office

Rajeeta Home

Property	Value
Entity	<code>zone.rajeeta_home</code>
Latitude	43.656839
Longitude	-79.383613
Radius	46 m

Property	Value
Icon	<code>mdi:account</code>
Purpose	Tracks when Rajeev is at Rajeeta's home location

Person

Rajeev Iyer

Property	Value
Entity	<code>person.rajeev_iyer</code>
User	<code>9c38d44ad18d49fbb4a18e892d4d8634</code>
Tracked devices	Iceheart (iPhone), Bacta (iPad), Krytos (iPad)
Current state	home

The person entity aggregates location across all three mobile devices. Home/not_home state is determined by GPS proximity to the Home zone.

Notes

- The `input_datetime` and `input_number` helpers for watering are **write-only from automations** — do not manually edit them unless correcting erroneous data.
- `input_boolean.guest_mode` is currently `on` (guests present). Remember to turn it off after guests leave if automations depend on this flag.
- Zones use lat/long from when they were created — verify they still accurately represent the locations if addresses change.

Last Updated

2026-06-24

Scenes

Overview

25 lighting scenes are configured across the home, split between Philips Hue (Media Room), Lutron Caseta (Smart Bridge 2 whole-home scenes), and manually configured HA scenes for the Living Room and Bedroom.

Bedroom

Scene	Notes
Wake up Bedroom	Gradual sunrise lighting; used by <code>Wake up at home</code> automation

Living Room (4 scenes)

Scene	Notes
Living Room Bright	Full brightness, all lights
Living Room Guest	Softer/warmer setting for guests
Living Room Off	All living room lights off
Living Room Partial	Partial lights on (ambient)

Media Room — Philips Hue (13 scenes)

These scenes are defined in the Hue app and synced to HA. They control all Hue lights in the Media Room.

Scene	Type	Notes
Tropical twilight	Colour scene	Warm tropical tones
Relax	Colour scene	Soft warm white
Energize	Colour scene	Cool bright white
Read	Colour scene	Reading-optimized warm white
Bright	Colour scene	Full bright
Rio	Colour scene	Vibrant multi-colour
Nightlight	Colour scene	Very dim warm
Concentrate	Colour scene	Focused cool white
Epic Movie Night	Colour scene	Dynamic cinematic colours
Dimmed	Colour scene	Low ambient dimmed
Savanna sunset	Colour scene	Orange/red sunset tones
Movie Night	Colour scene	Dark ambient
Arctic aurora	Colour scene	Blue/green aurora tones

Smart Bridge 2 — Lutron Caseta (5 scenes)

These are Lutron-native scenes that control Caseta dimmers via the Smart Bridge 2.

Scene	Notes
Smart Bridge 2 Night	Whole-home nighttime dim setting
Smart Bridge 2 Notifications	Lighting flash/pulse for notification alerts
Smart Bridge 2 Garage	Garage lighting preset
Smart Bridge 2 Off garage	Turn off garage lights
Smart Bridge 2 Movie downstairs	Dims/sets lights for movie watching

Bar (2 scenes)

Scene	Notes
Bar On	Activates all bar lighting (spot lights, Govee bulbs, LED strip)
Bar Off	Turns off all bar lighting

Notes

- Hue scenes (Media Room) are activated via the `scene.*` HA entities or through the Hue dimmer switch 2.
- Lutron scenes (Smart Bridge 2) are activated via `scene.*` entities or through Lutron Pico remotes.
- The `Media room Epic Movie Night` and `Media room Movie Night` scenes pair well with the `Smart Bridge 2 Movie downstairs` Lutron scene for a full cinematic environment.
- Scene entities have `unknown` state unless they've been activated recently — this is normal for HA scene entities.

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