

Information can be sorted by specific

timeframes.

# **Light and Control ModBot User Interface Storyboard**

# Wireframe Flow Chart





relevant information formatted and displayed for ease

Returns UI to default switch control functionality.

Allows user to access user account functions.



## Framework





Small Header Component (For Service homepages and function

Temperature (Inside, Outside)

returns UI to switch control default



# Framework -continued-



# **Default Switch**





Large Header Component

#### Switch Controls Component

Allows user to control the lighting in the room/area. Either On/Off or a dimmer switch if appropriate.



# **PIN and Keyboard Entry Components**





### Large or Small Header Component



# **Dashboard Component**







#### **Dashboard Component**



Triggered by Launch button.

Contains buttons with service specific icons; selecting a service populates launch button with same icon and loads service homepage into UI.

Dashboard Background Shield

### **Touch Panel Settings**

brightness, sound volume, etc.



#### **Time Frame Selector**

Clock/Calendar

Sliding selector allows user to select billing cycles or present values.

"Month" will display the current billing cycle information if available. Label will then be "Bill Period" or equivalent.

Environment Info

Branding

UserID

# **Light and Control ModBot User Interface Storyboard**

# **Energy Management Service**

#### **Usage Graphs**

Shows usage breakdown by items. Selecting item transitions graphs to further breakdown usage.





### **Energy Management Component**

Displays current values for:

Available to Curtail

0%

Rules and

Devices

Carbon Footprint in kg

Branding	UserID	Оссир	pancy Mode
Day Week Month	Year		
	000	¢/kWh	000 ¢/kWh Cost
	000	¢/kWh	000
	000	¢/kWh	kWh Usage
	000	¢/kWh	000 kg
		30%	Carbon Footprint
ports Help	Brightness	Volume	Switch

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# **Devices Mode**

Device function icon in launch component is highlighted



Rules and

Reports

Devices

Help

Switch

Brightness

Volume



Properties Component - Device Selected:

Properties Component - Group Selected:

Contains properties for device groups

selecting individual item selects item in scrolling list.

selecting delete item(s) allows multiple items to be selected for deletion



# **Devices Mode** -continued-

#### **Device List Component**

#### Scrolling List

Contains available devices (loads) and device groups (both default groups defined by ModBots and usercreated groups)

**Device or Group Name** 

Energy use in kW

Status (On, Off, Curtailed, Overridden)

dragging along list causes scroll action; clicking and removing on a specific device or group causes the item in the list to be highlighted, and the properties component to reflect its properties.

Clicking and holding on an item will cause the item to become highlighted and will make it available for dragging within list or to properties component if applicable.



### Service Filter drop-down

Defaults to devices pertinent to most recent service selected and allows filtering by each service or complete list.

#### Sort By: sorting drop-down

Allows filtering by category, zone, groups only, devices (loads) only.

### **Scrolling Position Indicator**

Shows visible list portion relative to length of entire list. This may need to be used as a control depending on capability of touch panel.





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#### Editable text field

Selecting this allows user to enter information; brings up the keyboard entry component.

## **Devices Mode** Adding and Removing Groups



#### **ECG Group Properties Component**

Allows user to select the sources that will be used to heat. cool, and act as the temperature sensor for the ECG.

Allows the user to control the ECG in auto mode, or as a traditional Climate Control System.

See Page 12 for details.



#### **Device Group Properties Component**

Allows user to create new groups, edit group names, and add/delete items to groups.

#### **Occupancy Mode Group Properties Component**

Allows user to create a group of default states (On, Off, etc.) for each device in the group.

This group can then be activated to quickly control a number of devices.

This group can also be used to assign its device states to any other groups that have the same devices included.

See Page 13 for details.

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# **Light and Control ModBot User Interface Storyboard**

## **Devices Mode Device Group Properties**

**Properties Component - Group Selected** 

names, and add/delete items to groups.

new groups or loads dragged from

device list are added as an item to

Group member item

Allows user to create new groups, edit group

## **Delete Group**



#### Editable text field

Selecting this allows user to enter information; brings up the keyboard entry component



## **Delete Item(s)**

this group.

Allows items to be deleted from group after confirmation dialog box.

Selecting delete items displays a confirmation dialog box as well as a delete badge marker by each item. selecting the badge marker highlights the item and the item will be deleted from group upon confirmation.







Allows group to be deleted from device list after confirmation dialog box.

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## Devices Mode Enviromental Control Group Properties





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# **Devices Mode Occupancy Mode Groups**



### Scrolling Device List

Allows user to see all devices in Occupancy Mode Group and their current status. Allows user to change each devices status as well as add/delete devices from list.





# **Rules Mode**

Rules function icon in launch component is highlighted

#### **Properties Component** Clock/Calendar Environment Info Brandina UserID Contains properties for individual rules when selected in rules Occupancy Mode list component. + All Services See page 15 for more details. Cancel Create Rule Rule Name Select to create Standard Rule or Scheduled Rule Group Rule Name Rule Name (Editable) Standard Rule Scheduled Rule Group Scheduled Rule Group Rule Name Conditions Scheduled Rule Group Create Rule Rule Name Actions Help Volume Switch Devices Rules and Reports Brightness Service Filter drop-down Defaults to devices pertinent to most recent Rule Group service selected and Rule Group Name (Editable) allows filtering by each +1 All Services service or complete list. Rule Name Active Notify Begin Date Rule Name Month 15 **Scrolling Position** Scheduled Rule Group Indicator End Date Shows visible list portion Rule Name relative to length of entire 15 Month list. This may need to Scheduled Rule Group be used as a control depending on capability of Rule Name touch panel.

## **Rules List Component**

## **Scrolling List**

Contains Rules and Scheduled Rule Groups that have been set up using conditions/actions.

Rule Name or Rule Group Name

Active or Inactive state

dragging along list causes scroll action; clicking and removing on a specific item causes the item in the list to be selected, and the properties component to reflect its properties.

Clicking and holding on an item will cause the item to become highlighted and will make it available for dragging within list.

## Add Rule Button

allows user to creat new Rules and Scheduled Rule Groups.





Sum	nary	Conditio	ns	Actions
Active	Noti	fy	Delet	e Rule 📃
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*******		NUMBER OF COLUMNS OF TAXABLE	4.8100717984/	
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# Light and Control ModBot **User Interface Storyboard**

# **Rules Mode** summary Tab

#### Summary Tab

Displays the information about the rule, including the rule name, the rule conditions and the rule actions. The rule can be activated and deactivated, the name can be edited, and the rule can be deleted from this tab.

### **Active Checkbox**

Allow user activate and deactivate rule.

### Notify Checkbox

Allows user to specify whether notification (Alert) is sent when rule triggers.

Caracteria and a second second	Summary Conditions Actions			Summa
Rule Nam	e (Editable) Active Notify Delete Rule	Delete Rule	Rule Name (Edita	ble) Active
Conditio		Allows user to delete rule following a modal confirmation dialog box.	Conditions	Delete Rule Confirm Cancel
Action	5		Actions	

#### Editable text field

Selecting this allows user to enter information; brings up the keyboard entry component.

			Summary	Conditions	Actio
Rule Name (Edita	ible)	Activ	/e 🗌 Not	ify Del	ete Rule
Conditions					
Condition	Concession of the design of the		No Contractor - Anno - Ballona do - Anno - Contractor		2000 - 10 March 200 March 200
	CHINE PROPERTY AND ADDRESS				
Actions					





Rule Name

lf:

V

# Light and Control ModBot **User Interface Storyboard**

# **Rules Mode Condition Tab**



Conditions are built sequentially using popup menus of contextually selected options.







Summary

Conditions

Actions

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# Light and Control ModBot User Interface Storyboard

# Rules Mode Condition Tab - continued -

		Summary	Conditions	Actions
	Rule Name			
And/Or Selector				
Selects logic that will be used to compare each condition in sequential manner.	If: Utility issues ♥ Day of DR Si And motion detected♥ by: sense	gnal 🛛		
Changes to the logic will be reflected in every	And motion detected⊽ by: sens	or device 🛛		
condition in the rule.	And motion detected by: sense	or device 🛛		
	Rule Name	Summary	Conditions	Actions
	If: Utility Issues 💟 Day of DR Sig	nal 🛛		Ð
	Or motion detected by: senso	or device 🛛		EE
	Or motion detected by: senso	r device 🛛		ΞŦ
	Or motion detected by: senso	r device 🛛		EÐ



# Light and Control ModBot User Interface Storyboard

# Rules Mode Condition Tab - continued -

### **Condition Selectors**







# Rules Mode Actions Tab

#### Actions

Actions are built sequentially using pop-up menus of		Summary	Conditions	Actions
contextually selected options.	Rule Name			∼ La Br⊂t Martinear
	Device V On/Off	<b>⊽</b>   T	imeframes 🛛	Ð
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	10-11 Sec. 10-10-10-10-10-10-10-10-10-10-10-10-10-1		1877 1812 (1718) 1918 (1718)				701 47409-1178780	







## Rules Mode Scheduled Rules Group

#### **Scheduled Rules Groups**

A group of rules that has a time schedule for when they are active/inactive.







# **Reports Mode**

#### **Report Display Selector Tab**



graphical information underneath. (depends on graphical compositing capability of hardware.)



#### **Time Frame Selector**

Allows the user to select the time frame for the report information.

### Report Data Display Area

Presents the user with graphical or textual information based on the parameters set in the parameters component.

Area can be scrollable to select prior periods in the same time period scale.



# **Reports Mode**





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# **Reports Mode**

## Energy Usage Report Menu

#### - Export Report









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# Light and Control ModBot User Interface Storyboard

# **Alert Notification Mode**



#### Low Priority Alert

This mode places an icon badge on the **Reports** function button to notify user that a new alert has been added to the reports available.

## **High Priority Alert**

This mode superimposes a modal dialog box upon the UI requiring the user to aknowledge the alert and possibly to take steps to address the issue being raised by the alert.

Clock/Calenda	ar Env	vironment Info	Bi	randing	UserID	Occup	ancy Mode
000	1	NOW	Day W	eek Month	Year		000
¢/kWh Price	1		Alert Notif	ication	Close Alert 🔀		¢/kWh Cost
$\searrow$							OOO kWh Usage
20%							OOO kg Carbon
Lo Curtan	Viev	v Alert History			Relevant Link		Footprint
			4				
Louisvasout	Devices Ru Sch	les and Repi hedules	orts Help		Brightness	volume	Switch

	Alert Notification	Close Alert 🔀
		Adapte:
	4 Marchever (Processing Control and Con	
View Aler	t History	Relevant Link





## **VolP Service**



The list contains contacts that the user has entered into the system.

dragging along list causes scroll action; clicking and removing on a specific device or group causes the item in the list to be selected (highlighted), and the properties component to reflect its properties. The contact's number will populate the field above the keypad.





#### **VoIP** service

Interface loads upon selecting VoIP from the dashboard menu of services.

This service allows users to create a list of contacts, and make phone calls over the internet using the list of contacts or a conventional keypad.







Selecting delete contact allows the user to delete the contact from the list,



Security Service



