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 *
 * Z-Wave LED Strip Improved
 *
 * Author: Chris Cheng
 * Date: 2017-8-3
 */

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metadata {
    definition (name: "Aeon Labs LED Strip (Improved)", namespace: "Aeotec by Aeon Labs",
author: "Chris Cheng") {
        capability "Switch Level"
        capability "Color Control"
        capability "Color Temperature"
        capability "Switch"
        capability "Refresh"
        capability "Actuator"
        capability "Sensor"

        command "reset"
        command "refresh"
        command "config1"

        fingerprint inClusters: "0x26,0x33"
        fingerprint inClusters: "0x33"
    }

    simulator {

        standardTile("switch", "device.switch", width: 1, height: 1, canChangeIcon: true) {
            state "on", label:'${name}', action:"switch.off", icon:"st.lights.philips.hue-
single", backgroundColor:"#79b821", nextState:"turningOff"
            state "off", label:'${name}', action:"switch.on", icon:"st.lights.philips.hue-
single", backgroundColor:"#ffffff", nextState:"turningOn"
            state "turningOn", label:'${name}', action:"switch.off",
icon:"st.lights.philips.hue-single", backgroundColor:"#79b821", nextState:"turningOff"
            state "turningOff", label:'${name}', action:"switch.on",
icon:"st.lights.philips.hue-single", backgroundColor:"#ffffff", nextState:"turningOn"
        }
        standardTile("reset", "device.reset", inactiveLabel: false, decoration: "flat") {
            state "default", label:"Reset Color", action:"reset", icon:"st.lights.philips.hue-
single"
        }
        standardTile("refresh", "device.switch", inactiveLabel: false, decoration: "flat") {
            state "default", label:"", action:"refresh.refresh", icon:"st.secondary.refresh"
        }
        controlTile("levelSliderControl", "device.level", "slider", height: 1, width: 2,
inactiveLabel: false, range:"(0..100)") {
            state "level", action:"switch level.setLevel"
        }
        controlTile("rgbSelector", "device.color", "color", height: 3, width: 3, inactiveLabel:
false) {
            state "color", action:"setColor"
        }
        valueTile("level", "device.level", inactiveLabel: false, decoration: "flat") {

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        state "level", label: 'Level ${currentValue}%'
    }
    controlTile("colorTempControl", "device.colorTemperature", "slider", height: 1, width: 2,
inactiveLabel: false) {
        state "colorTemperature", action:"setColorTemperature"
    }
    valueTile("hue", "device.hue", inactiveLabel: false, decoration: "flat") {
        state "hue", label: 'Hue ${currentValue} '
    }

    standardTile("config1", "device.button", inactiveLabel: false, decoration: "flat") {
        state "default", label:"Rainbow", action:"config1"
    }

    main(["switch"])
    //details(["switch", "levelSliderControl", "rgbSelector", "reset", "colorTempControl",
"refresh"])
    details(["switch", "levelSliderControl", "rgbSelector", "reset", "colorTempControl",
"refresh", "config1"])
}

def updated() {
    response(refresh())
}

def parse(description) {
    def result = null
    if (description != "updated") {
        def cmd = zwave.parse(description, [0x20: 1, 0x26: 3, 0x70: 1, 0x33:3])
        if (cmd) {
            result = zwaveEvent(cmd)
            log.debug("'${description}' parsed to $result")
        } else {
            log.debug("Couldn't zwave.parse '${description}'")
        }
    }
    result
}

def zwaveEvent(physicalgraph.zwave.commands.basicv1.BasicReport cmd) {
    dimmerEvents(cmd)
}

def zwaveEvent(physicalgraph.zwave.commands.basicv1.BasicSet cmd) {
    dimmerEvents(cmd)
}

def zwaveEvent(physicalgraph.zwave.commands.switchmultilevelv3.SwitchMultilevelReport cmd) {
    dimmerEvents(cmd)
}

private dimmerEvents(physicalgraph.zwave.Command cmd) {
    def value = (cmd.value ? "on" : "off")
    def result = [createEvent(name: "switch", value: value, descriptionText:
"$device.displayName was turned $value")]
    if (cmd.value) {
        result << createEvent(name: "level", value: cmd.value, unit: "%")
    }
    return result
}

def zwaveEvent(physicalgraph.zwave.commands.hailv1.Hail cmd) {
    response(command(zwave.switchMultilevelV1.switchMultilevelGet()))
}

def zwaveEvent(physicalgraph.zwave.commands.securityv1.SecurityMessageEncapsulation cmd) {
    def encapsulatedCommand = cmd.encapsulatedCommand([0x20: 1, 0x84: 1])
    if (encapsulatedCommand) {
        state.sec = 1
    }
}

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        def result = zwaveEvent(encapsulatedCommand)
        result = result.collect {
            if (it instanceof physicalgraph.device.HubAction &&
!it.toString().startsWith("9881")) {
                response(cmd.CMD + "00" + it.toString())
            } else {
                it
            }
        }
        result
    }
}

def zwaveEvent(physicalgraph.zwave.Command cmd) {
    def linkText = device.label ?: device.name
    [linkText: linkText, descriptionText: "$linkText: $cmd", displayed: false]
}

def on() {
    commands([
        zwave.basicV1.basicSet(value: 0xFF),
        zwave.switchMultilevelV3.switchMultilevelGet(),
    ], 3500)
}

def off() {
    commands([
        zwave.basicV1.basicSet(value: 0x00),
        zwave.switchMultilevelV3.switchMultilevelGet(),
    ], 3500)
}

def setLevel(level) {
    setLevel(level, 1)
}

def setLevel(level, duration) {
    if(level > 99) level = 99
    commands([
        zwave.switchMultilevelV3.switchMultilevelSet(value: level, dimmingDuration:
duration),
        zwave.switchMultilevelV3.switchMultilevelGet(),
    ], (duration && duration < 12) ? (duration * 1000) : 3500)
}

def refresh() {
    commands([
        zwave.switchMultilevelV3.switchMultilevelGet(),
    ], 1000)
}

def setSaturation(percent) {
    log.debug "setSaturation($percent)"
    setColor(saturation: percent)
}

def setHue(value) {
    log.debug "setHue($value)"
    setColor(hue: value)
}

def setColor(value) {
    def result = []
    log.debug "setColor: ${value}"
    if (value.hex) {
        def c = value.hex.findAll(/[0-9a-fA-F]{2}/).collect { Integer.parseInt(it, 16) }
        result << zwave.switchColorV3.switchColorSet(red:c[0], green:c[1], blue:c[2],
warmWhite:0, coldWhite:0)
    }
}

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    } else {
        def hue = value.hue ?: device.currentValue("hue")
        def saturation = value.saturation ?: device.currentValue("saturation")
        if(hue == null) hue = 13
        if(saturation == null) saturation = 13
        def rgb = huesatToRGB(hue, saturation)
        result << zwave.switchColorV3.switchColorSet(red: rgb[0], green: rgb[1], blue:
rgb[2], warmWhite:0, coldWhite:0)
    }

    if(value.hue) sendEvent(name: "hue", value: value.hue)
    if(value.hex) sendEvent(name: "color", value: value.hex)
    if(value.switch) sendEvent(name: "switch", value: value.switch)
    if(value.saturation) sendEvent(name: "saturation", value: value.saturation)

    commands(result)
}

def setColorTemperature(percent) {
    if(percent > 99) percent = 99
    int warmValue = percent * 255 / 99
    command(zwave.switchColorV3.switchColorSet(red:0, green:0, blue:0, warmWhite:warmValue,
coldWhite:(255 - warmValue)))
}

def reset() {
    log.debug "reset()"
    command(zwave.switchColorV3.switchColorSet(red:0, green:0, blue:0, warmWhite:255,
coldWhite:255))
    //sendEvent(name: "color", value: "#ffffff")
    //setColorTemperature(99)
}

private command(physicalgraph.zwave.Command cmd) {
    if (state.sec) {
        zwave.securityV1.securityMessageEncapsulation().encapsulate(cmd).format()
    } else {
        cmd.format()
    }
}

private commands(commands, delay=200) {
    delayBetween(commands.collect{ command(it) }, delay)
}

def rgbToHSV(red, green, blue) {
    float r = red / 255f
    float g = green / 255f
    float b = blue / 255f
    float max = [r, g, b].max()
    float delta = max - [r, g, b].min()
    def hue = 13
    def saturation = 0
    if (max && delta) {
        saturation = 100 * delta / max
        if (r == max) {
            hue = ((g - b) / delta) * 100 / 6
        } else if (g == max) {
            hue = (2 + (b - r) / delta) * 100 / 6
        } else {
            hue = (4 + (r - g) / delta) * 100 / 6
        }
    }
    [hue: hue, saturation: saturation, value: max * 100]
}

def huesatToRGB(float hue, float sat) {
    while(hue >= 100) hue -= 100
    int h = (int)(hue / 100 * 6)

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float f = hue / 100 * 6 - h
int p = Math.round(255 * (1 - (sat / 100)))
int q = Math.round(255 * (1 - (sat / 100) * f))
int t = Math.round(255 * (1 - (sat / 100) * (1 - f)))
switch (h) {
  case 0: return [255, t, p]
  case 1: return [q, 255, p]
  case 2: return [p, 255, t]
  case 3: return [p, q, 255]
  case 4: return [t, p, 255]
  case 5: return [255, p, q]
}
}

def config1() {
  //log.debug "config1()"
  def cmds = []
  cmds << zwave.configurationV1.configurationSet(scaledConfigurationValue: 0, parameterNumber:
252, size: 4)
  cmds << zwave.configurationV1.configurationSet(scaledConfigurationValue: 73597278,
parameterNumber: 37, size: 4)
  cmds << zwave.configurationV1.configurationSet(scaledConfigurationValue: 1, parameterNumber:
40, size: 1)
  cmds << zwave.basicV1.basicGet()
  commands(cmds)
}

//def config2(){}

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