Get Wired with C-Bus

SpaceLogic C-Bus Controllers



Apple HomeKit Plugin

v1.0 May 2026

se.com

Schneider Electric

Aim of this Document

The aim of this document is to highlight recommended steps & tips on:

- Downloading & Installing the controller plugin for Apple HomeKit
- Establishing integration between C-Bus Controller & Apple HomeKit
- Transferring objects from C-Bus Controller to Apple HomeKit

To help fully understand the contents of this document, you must have a solid understanding of the following pre-requisite knowledge:

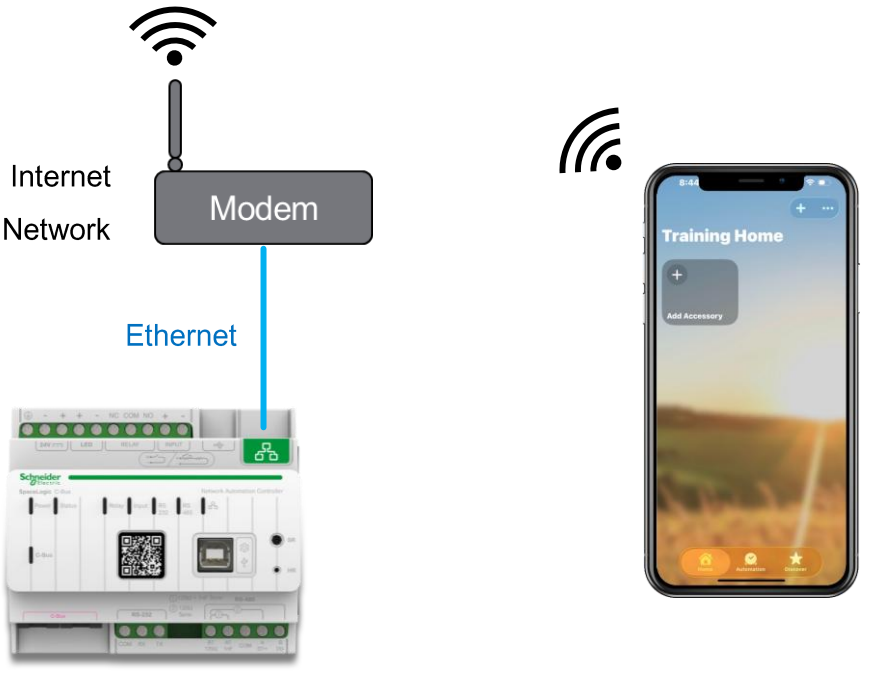
- Programming & Using the C-Bus Controller's internal web server
- Understand how objects work in the C-Bus Controller
- Understand how to download & install plugins in a C-Bus Controller, a Quick Start Guide on this is available here.
- Understand how to establish a connection between a C-Bus Controller & the Schneider Electric Cloud Service

HomeKit Plugin

Once the HomeKit Plugin is installed, it will appear as a dedicated button on the Controller's home page:



The communication diagram between the HomeKit Plugin, HomeKit smart phone app & C-Bus Controller is provided below:

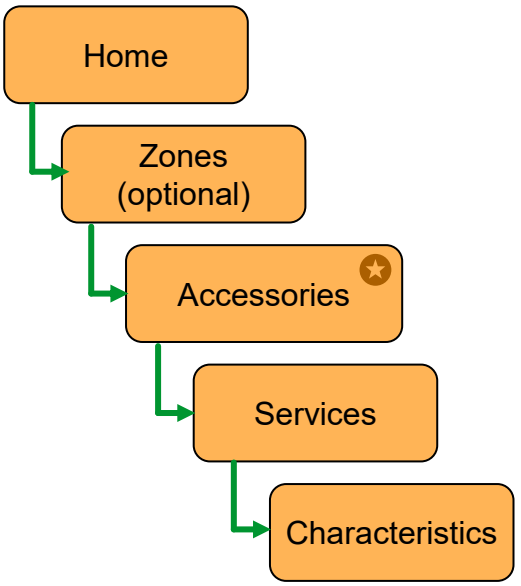


To establish the **initial connection between the C-Bus Controller &** HomeKit, both the controller & smart phone need to be on the **same internet supported Wi-Fi Network**

HomeKit Structure

Before adding the C-Bus Controller & its objects into Apple HomeKit, it is highly recommended to take note of the structure & hierarchy used in Apple HomeKit.

The structure in HomeKit can be represented by the following diagram:



Accessories

Apple HomeKit uses the term accessories to describe different controls, separated into the following categories:

- Lights
- Blinds / Shades
- Outlets / Switches
- Fans
- Thermostats
- Doors / Garage Doors
- Locks
- Sensors
- Cameras / Doorbells
- Bridge

HomeKit Structure



Bridge

In HomeKit, a bridge allows a **non-HomeKit** device to be connected to the HomeKit app; in this example, the **C-Bus Controller** is added as a **Bridge**



Lights

Lights are a dedicated category in HomeKit, this is important to remember as it will **influence** how devices will be named when they are added into the app

Naming Convention

Any device that is added in HomeKit is assigned a name, representing how it is displayed in the user interface.

The following is a recommended naming format that can be used when adding devices:

[Room / Location] + [Descriptor / Function]

Examples when adding **lights**:

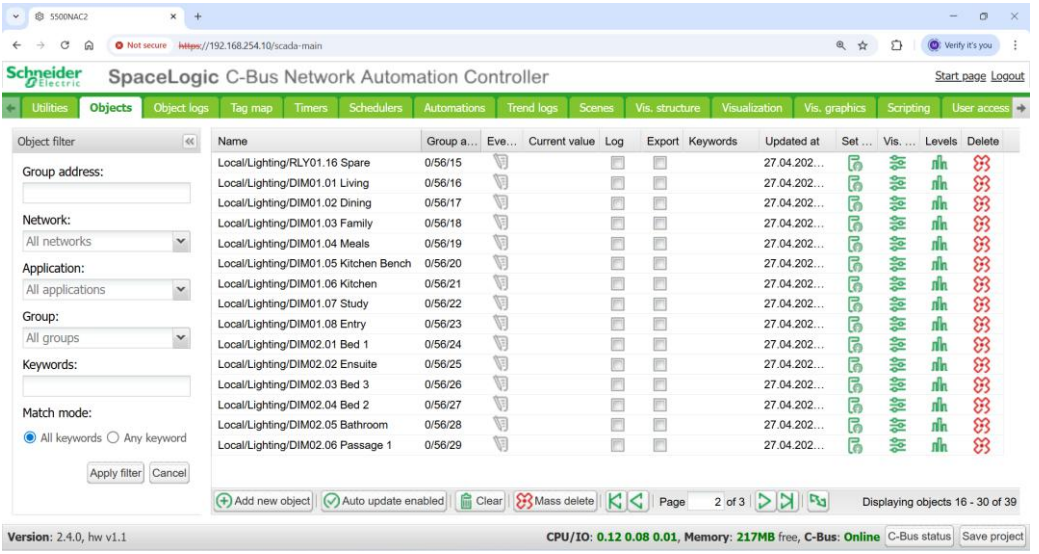
- Kitchen bench → lights over kitchen bench
- Lounge Couches *or* Couches → lights over the couches in the lounge

This naming convention is used to help optimise how devices are displayed in the HomeKit app and how the end user interacts when controlling the devices via **Siri**.

C-Bus Controller & HomeKit

The following steps & tips will help guide you to setup a C-Bus Controller to operate with the Apple HomeKit smart phone app.

Consider the following C-Bus Controller Objects:



Step 1

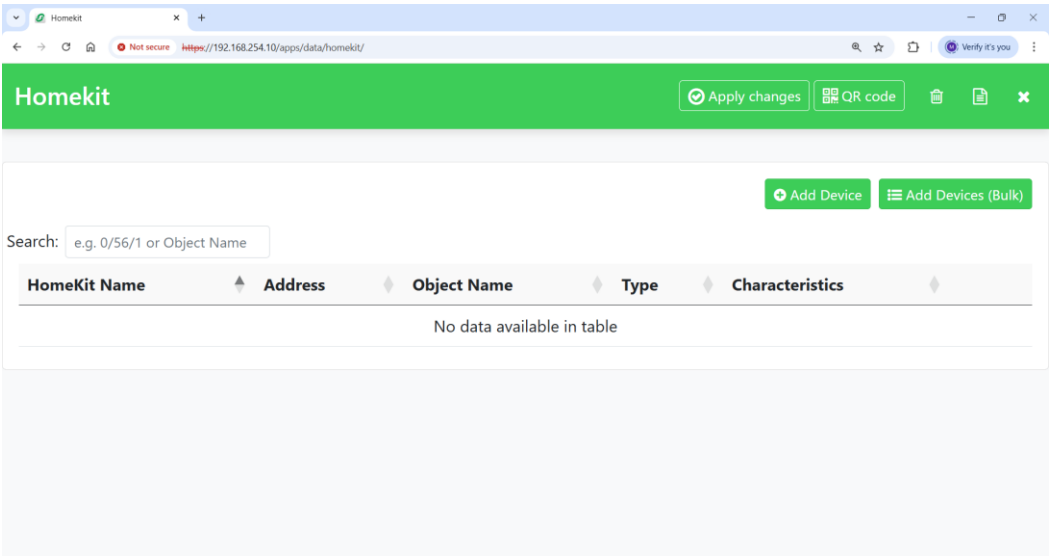
Navigate to the C-Bus Controller Start Page click **HomeKit**:



C-Bus Controller & HomeKit

Step 2

The **HomeKit** page will be displayed

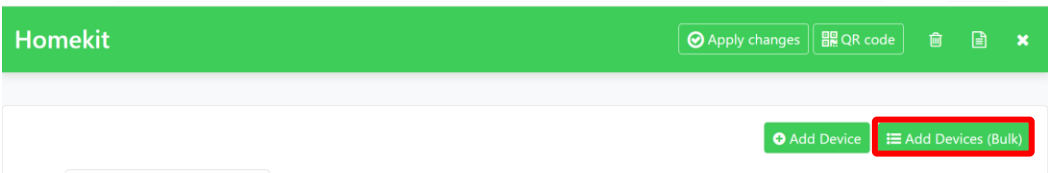


To establish the **initial connection between the C-Bus Controller &** HomeKit, both the controller & smart phone need to be on the **same internet supported Wi-Fi Network**

Step 3

You can click **Add Device** or **Add Devices (Bulk)** to select devices that will be **added** to Apple HomeKit. This example will add the following objects:

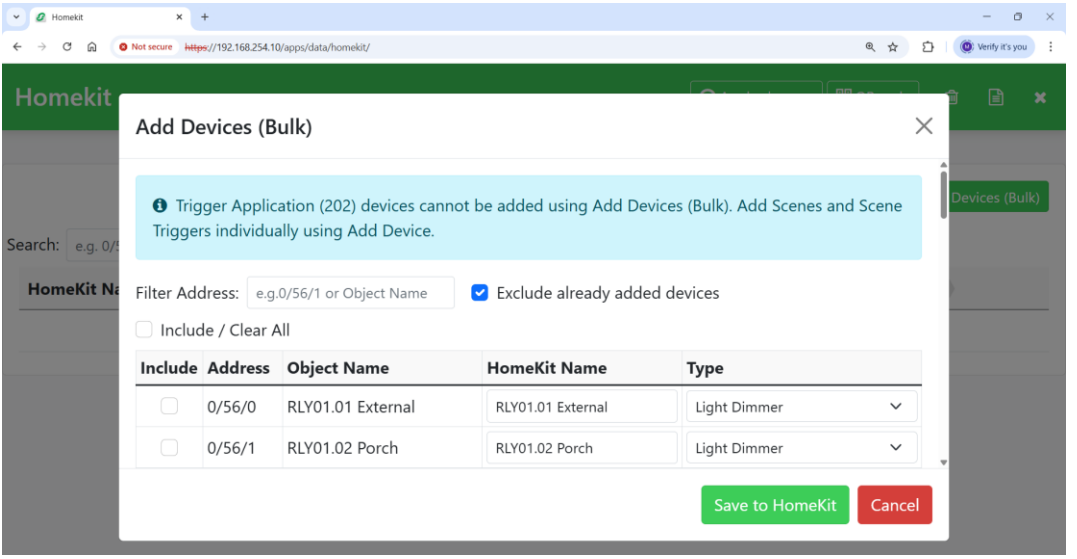
Local/Lighting/DIM01.01 Living	0/56/16			
Local/Lighting/DIM01.02 Dining	0/56/17			
Local/Lighting/DIM01.03 Family	0/56/18			

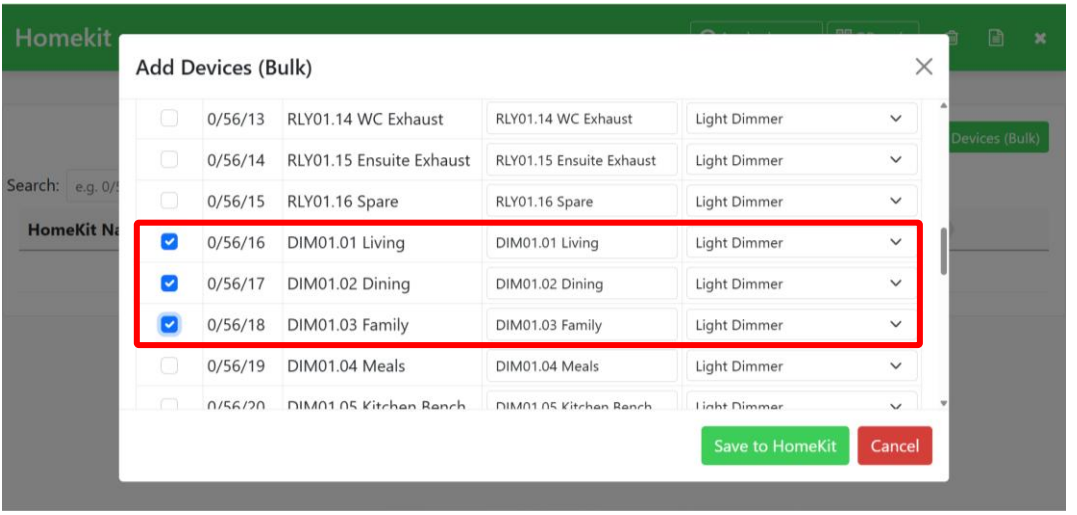


C-Bus Controller & HomeKit

Step 4

The **Add Devices (Bulk)** window appears, allowing you to select which objects will be added:





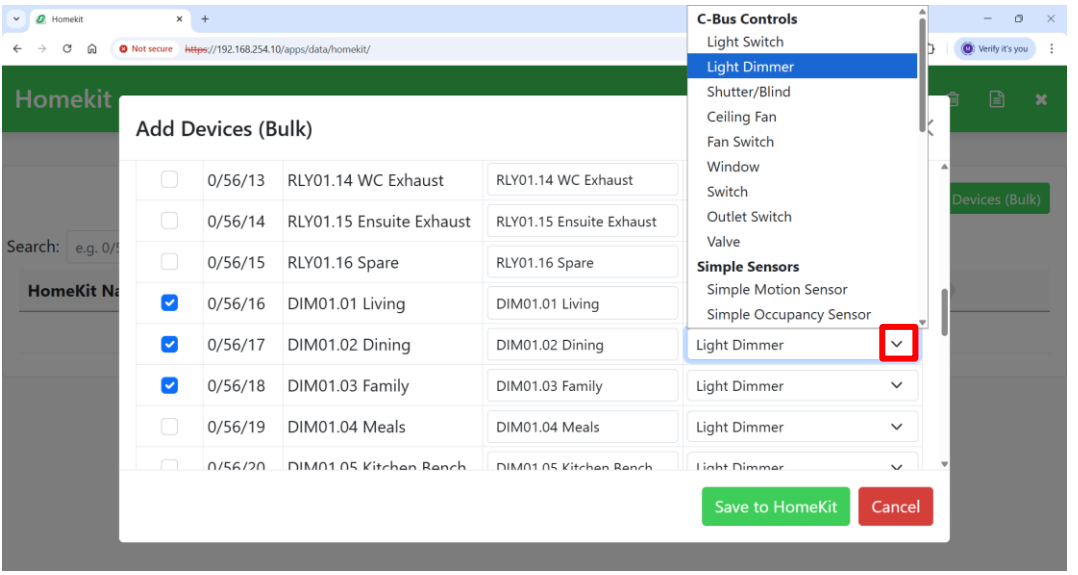
Step 5

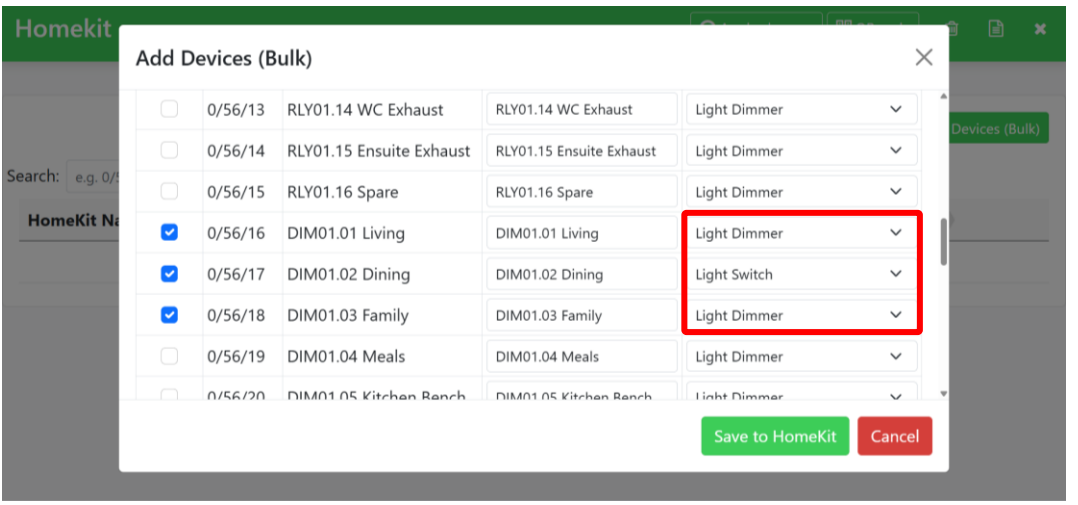
The **HomeKit Name** for the selected objects can also be adjusted to meet the needs of the end user; however, for this example the object names will be changed later in the HomeKit app

C-Bus Controller & HomeKit

Step 6

The **Type of Control*** of each object can also be determined, based on how it will be used in the HomeKit app:





In this example, the selected objects have been set to **Light Dimmer & Light Switch** control types. This means that they will be categorised as Lights when they are added to the HomeKit app.

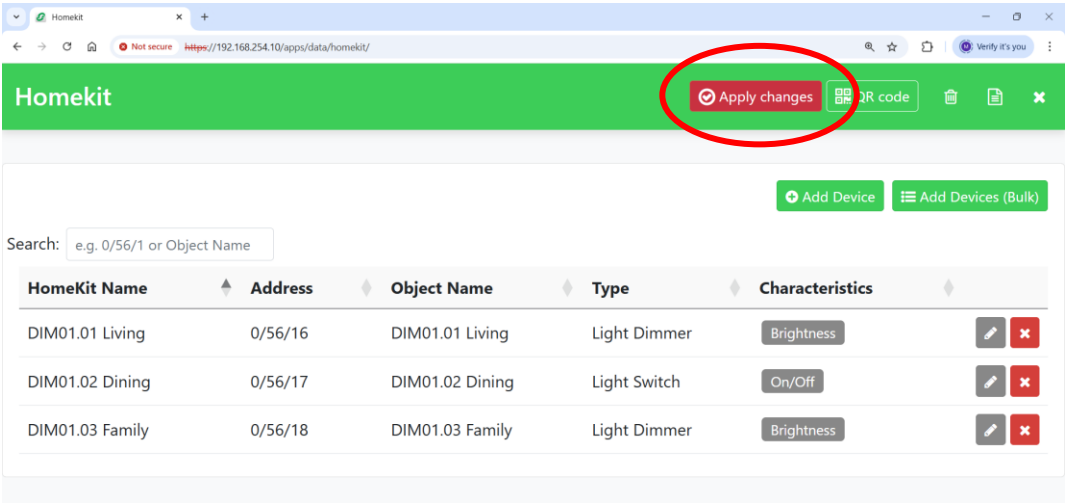
C-Bus Controller & HomeKit

Step 7

Once all objects have been selected, click **Save to HomeKit**: Save to HomeKit

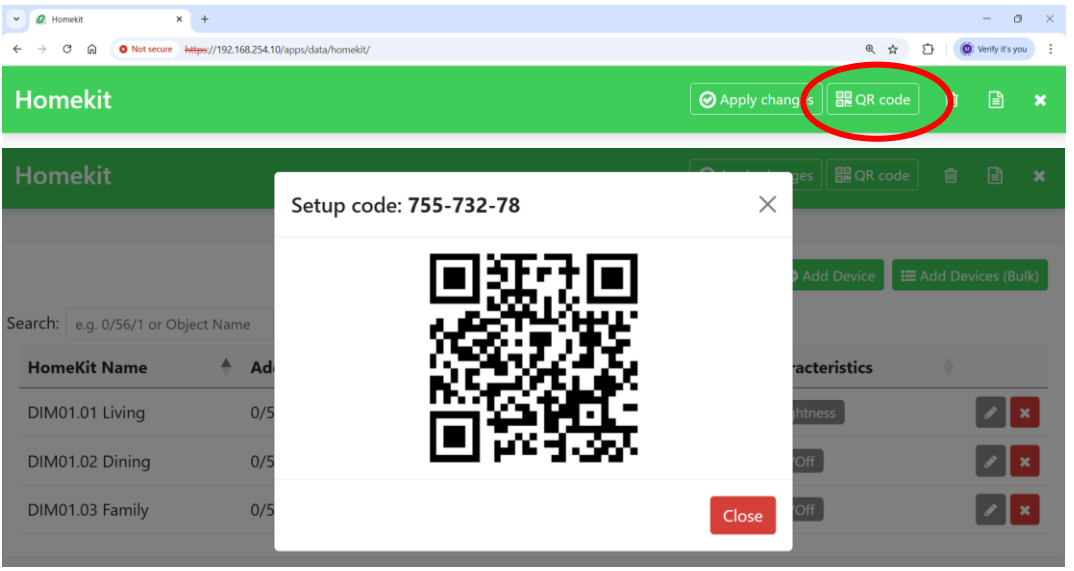
Step 8

Once all objects have been added, click **Apply Changes** at the top of the page:



Step 9

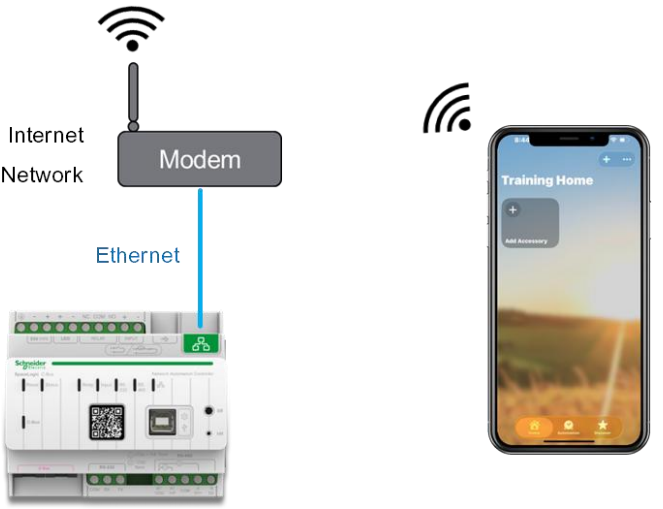
Click **QR Code** to generate a **QR Code** to add the controller & objects to HomeKit:



C-Bus Controller & HomeKit

Step 10

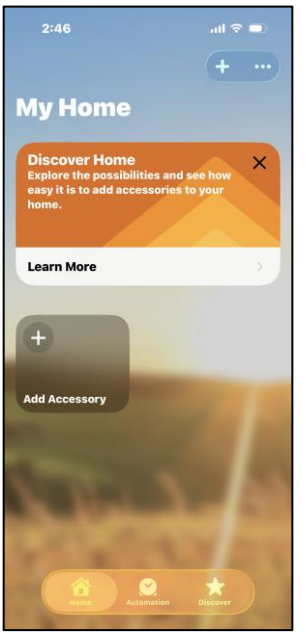
Ensure that the smart phone is connected to the same internet supported network as the C-Bus Controller:



Step 11 – End User

Open **HomeKit** and create a **new Home**:

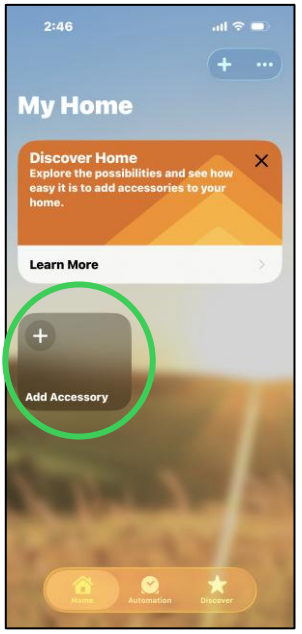
Ensure that the owner of the Home (**the original creator**) does the initial adding of the C-Bus Controller to the app



C-Bus Controller & HomeKit

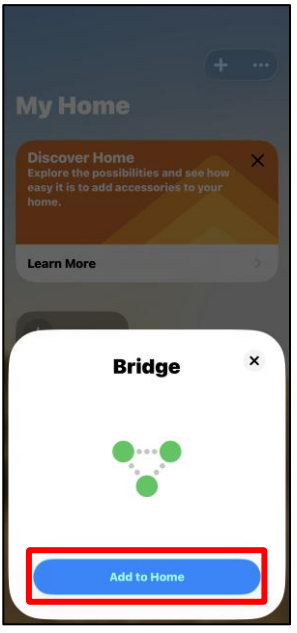
Step 12

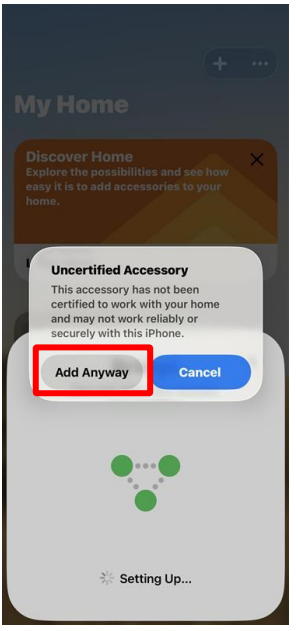
Tap **Add Accessory** and scan the QR Code generated by the controller





Tap **Add to Home** to add the controller as a bridge, a notification may appear highlighting that the accessory is **uncertified**; however, you can tap **Add Anyway**

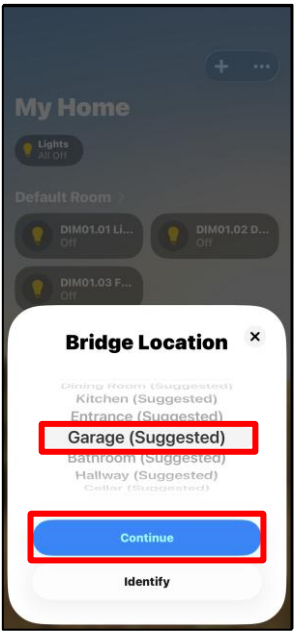


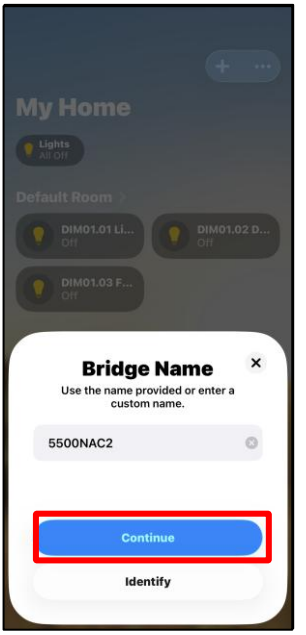


C-Bus Controller & HomeKit

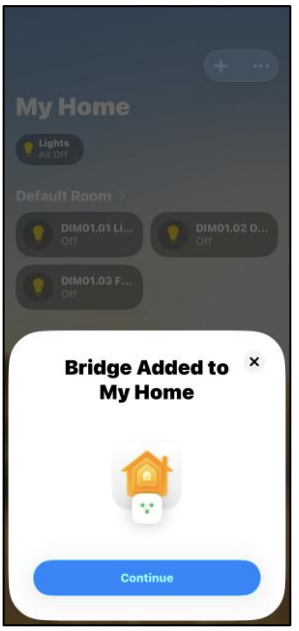
Step 13

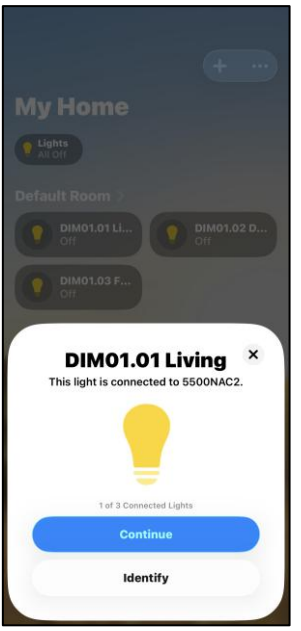
Select the location & set the name of the Bridge (Controller):





Once the controller is added as a **Bridge**, the selected objects from **Step 6** will be added:

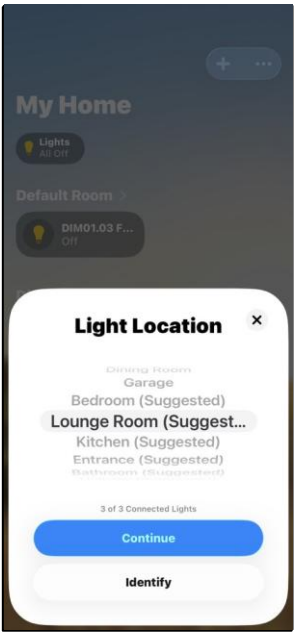




C-Bus Controller & HomeKit

Step 14

For each added device, the **Device Name** and **location** can be configured:





Devices will be added using the following **Location** and **Name**:

Object	Location	Name
DIM01.01 Living	Lounge Room	Couches ★
DIM01.02 Dining	Dining Room	Table
DIM01.03 Family	Family Room ★	TV

It was highlighted earlier that the added devices will be added using a naming convention to help optimise how they are displayed in the HomeKit app and its interaction when controlling the devices via **Siri**.

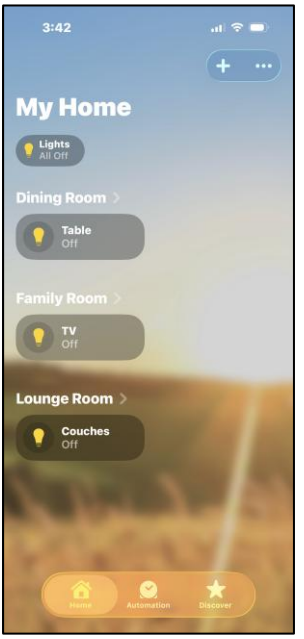
The **Location** of **Family Room** is a newly created room.

C-Bus Controller & HomeKit

Step 15

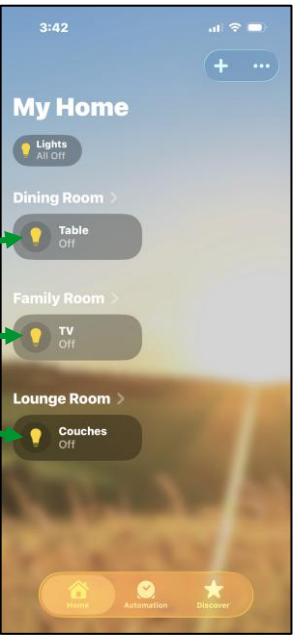
For this example, the added devices appears as follows:





The devices are now displayed according to their **Location** and using names based on their functionality; additionally, they are categorised as **Lights**:

Object	Location	Name
DIM01.01 Living	Lounge Room	Couches
DIM01.02 Dining	Dining Room	Table
DIM01.03 Family	Family Room	TV

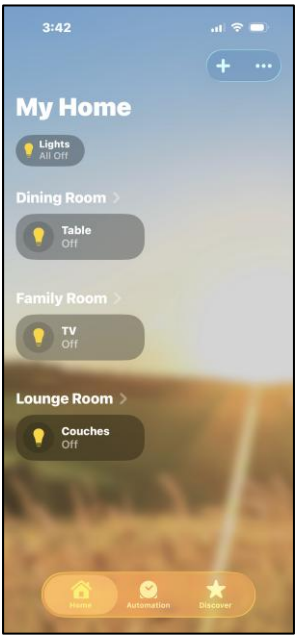


C-Bus Controller & HomeKit

Step 15

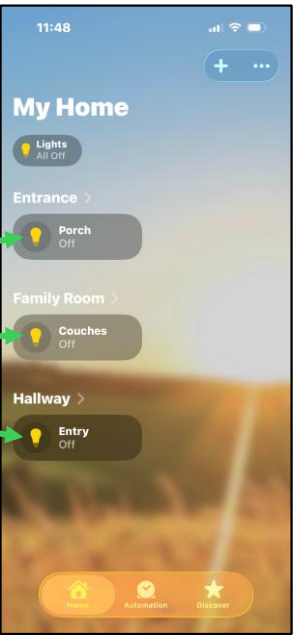
For this example, the added devices appears as follows:





The devices are now displayed according to their **Location** and using names based on their functionality; additionally, they are categorised as **Lights**:

Object	Location	Name
LED01	Entrance	Porch
LED Strip	Family Room	Couches
LED02	Hallway	Entry

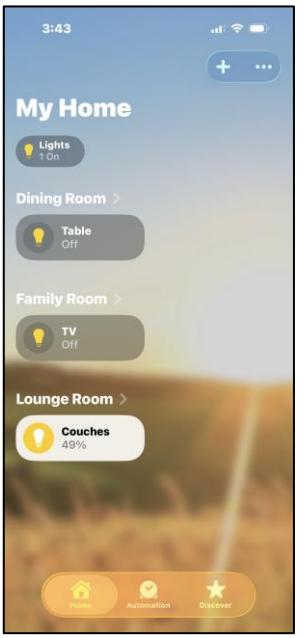


C-Bus Controller & HomeKit

Step 16

Each device has a dedicated control page, with functionality matching the type defined in the C-Bus Controller; for example, the Living Room → **Light Dimmer**:

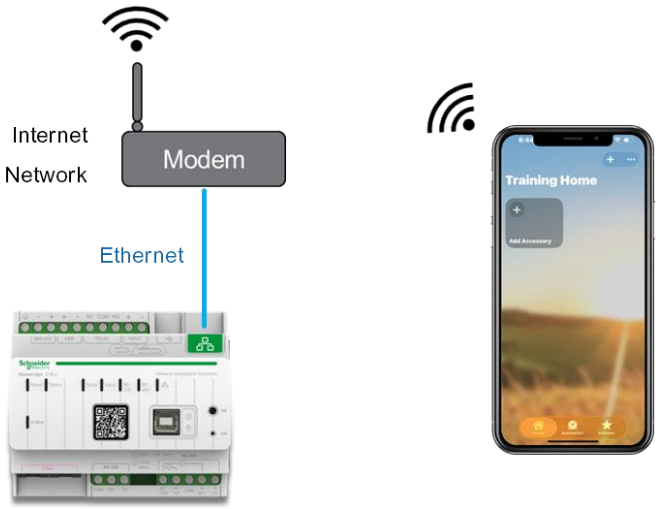




Local/Lighting/RLY01.16 Spare	0/56/15			
Local/Lighting/DIM01.01 Living	0/56/16	124 - 49%		
Local/Lighting/DIM01.02 Dining	0/56/17	0 - 0%		
Local/Lighting/DIM01.03 Family	0/56/18	0 - 0%		
Local/Lighting/DIM01.04 Meals	0/56/19			

C-Bus Controller & HomeKit

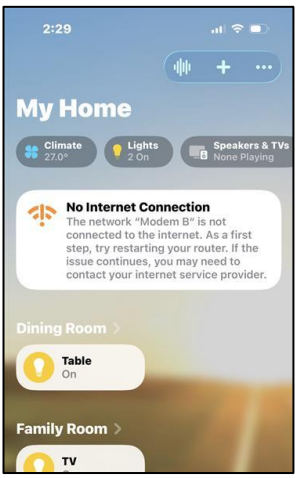
It was highlighted earlier that to establish an **initial connection between the C-Bus Controller &** HomeKit, both the controller & smart phone need to be on the **same internet supported Wi-Fi Network**

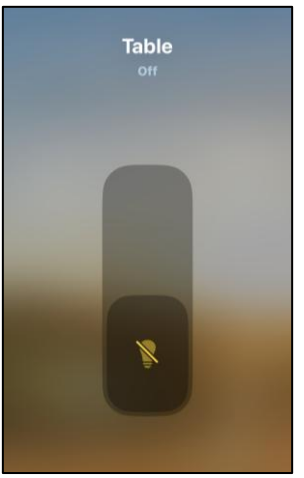


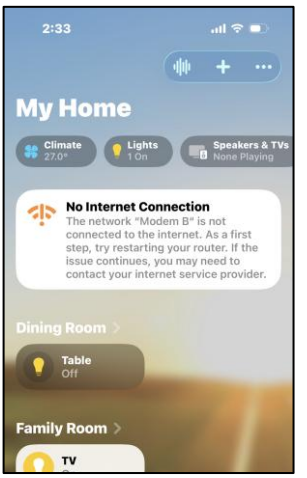
Once C-Bus objects have been added as devices in the HomeKit app, an internet connection **is not required** for them to be controlled using the app.

This is because commands between the smart phone & controller are achieved through the **Wi-Fi protocol** & not the internet connection.

As long as the smart phone & C-Bus Controller are on the same Wi-Fi Network, manual control using HomeKit is still possible.

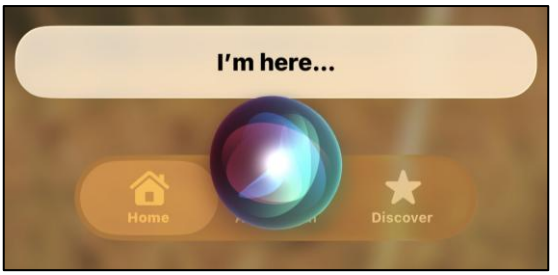






HomeKit & Siri

Voice Control can be achieved using **Siri** (if it is enabled on any compatible Apple device). The phrases used to control the C-Bus objects through Siri are provided below:



"Hey Siri, turn on Dining Room Table"

Local/Lighting/DIM01.01 Living	0/56/16		124 - 49%
Local/Lighting/DIM01.02 Dining	0/56/17		255 - 100%
Local/Lighting/DIM01.03 Family	0/56/18		0 - 0%

"Hey Siri, turn the TV lights in the Family Room on"

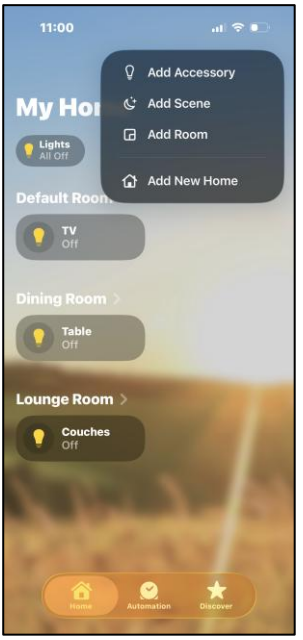
Local/Lighting/DIM01.01 Living	0/56/16		124 - 49%
Local/Lighting/DIM01.02 Dining	0/56/17		255 - 100%
Local/Lighting/DIM01.03 Family	0/56/18		255 - 100%

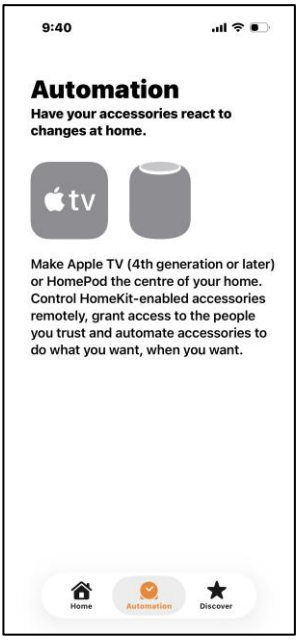
"Hey Siri, turn off the Couches"

Local/Lighting/DIM01.01 Living	0/56/16		0 - 0%
Local/Lighting/DIM01.02 Dining	0/56/17		255 - 100%
Local/Lighting/DIM01.03 Family	0/56/18		255 - 100%

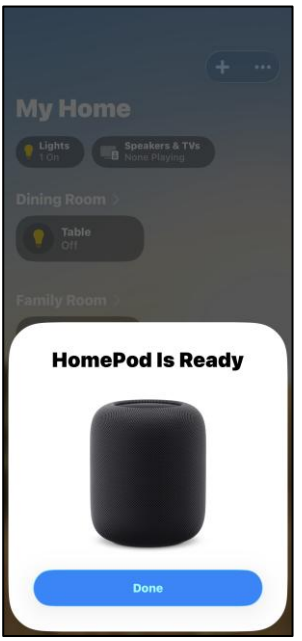
HomeKit & Features

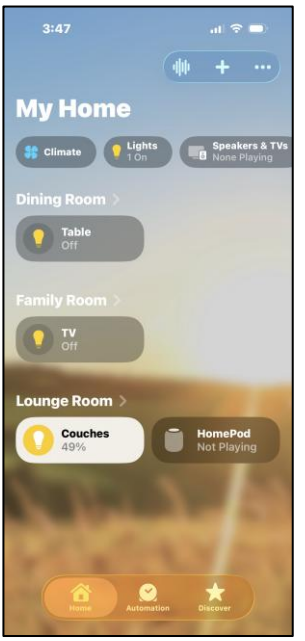
The Apple HomeKit app supports additional features such as **remote control**, automations, and **granting access**, an **Apple TV (4th generation or later) or Apple HomePod** is required. This is highlighted by tapping the **Add Icon** on the **Home Page** and the **Automations Page**:





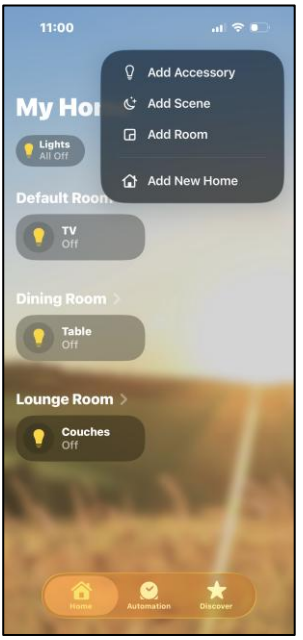
Once a HomePod is added to the home, these additional features (such as remote control & access to your home) become available:

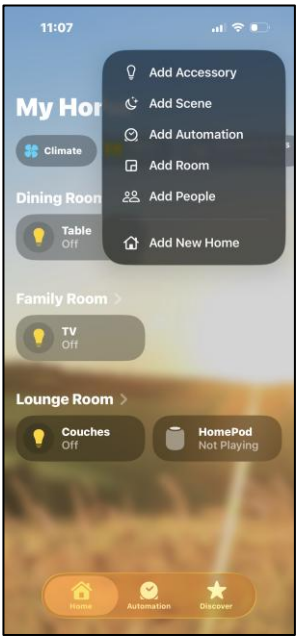




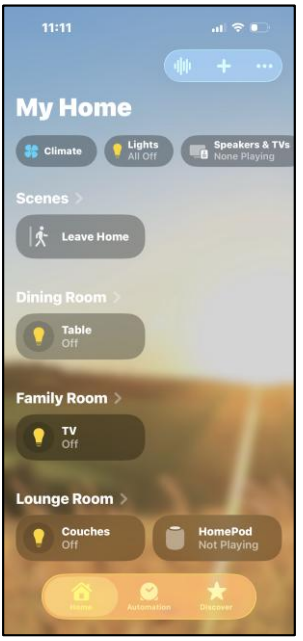
HomeKit & Scenes

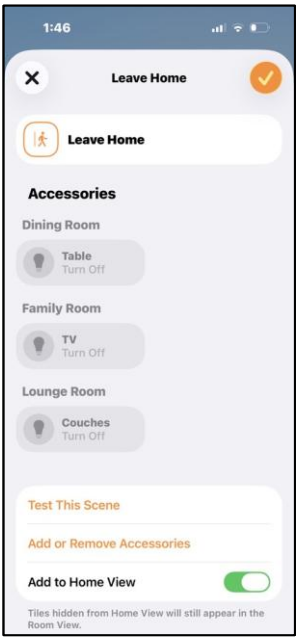
Scenes are a native feature of Apple HomeKit and can be created with or without an Apple HomePod / TV:





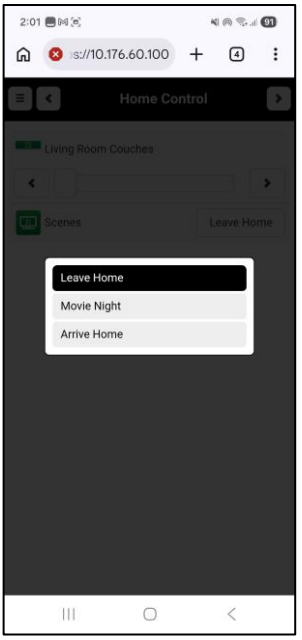
An example Scene of turning all the **C-Bus Objects off** as you leave home is shown below:





HomeKit & Scenes

There is a key difference between the capabilities of the HomeKit app & the visualisations achieved in a C-Bus Controller.

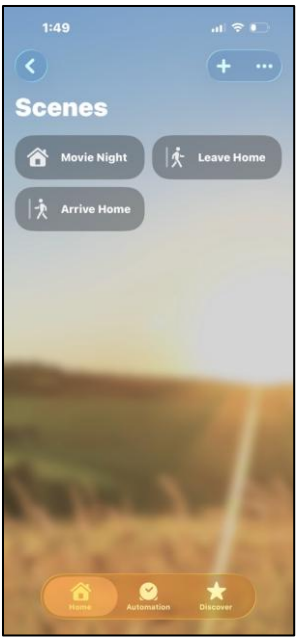


C-Bus Controller – Custom Visualisation

The custom visualisation in the C-Bus Controllers can **present multiple scenes** via a single button if all scenes share the same **Trigger Group**:

1 Dedicated Button → Multiple Scenes

This feature allows for multiple icons, each housing multiple scenes to be placed on the same **Page**.



Apple HomeKit app

Each scene is represented using a dedicated button:

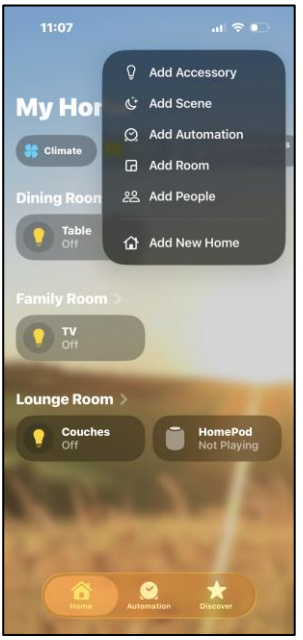
1 Dedicated Icon Button → 1 Scene

HomeKit does not support the ability for multiple scenes to be selected from a dedicated button.

A workaround is creating a **separate Room** in the app and adding appropriate scenes to that Room

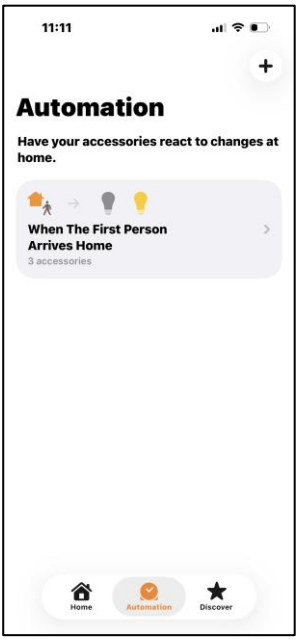
HomeKit & Automations

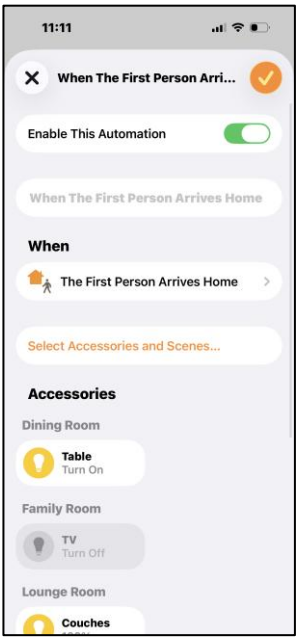
If an **Apple HomePod** is added into HomeKit, the native automations feature in the app becomes available:





An example of an automation using the added C-Bus devices is shown below, turning the **Table & Couch Lights On when** the first person arrives home:





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