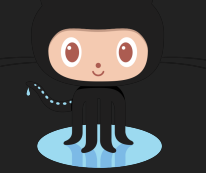





CORE FRAMEWORK UPDATES

ABOUT ME

- ▶ Henning Treu
- ▶ Eclipse SmartHome committer
- ▶  htreu
- ▶  @henningtreu

LICENSE

- ▶ Eclipse SmartHome license upgrade to EPL 2.0



MQTT SUPPORT

- ▶ Embedded broker
- ▶ MQTT bridge
 - ▶ System broker connection
 - ▶ Thing broker connection
- ▶ Generic MQTT topic thing
- ▶ Homie 3 & Home Assistant support with auto discovery

SEMANTIC METADATA

- ▶ Predefined ontology
- ▶ Semantics based on tags
- ▶ Hierarchy provides meaning
 - ▶ Tag "Kitchen" implies *Room, Indoor, Location*
- ▶ Built-in synonyms on types
- ▶ Custom synonyms on instances (Items)

NEW BINDINGS

- ▶ Bose Soundtouch
- ▶ OneWire
- ▶ Homematic (moved from openHAB)
- ▶ Generic Bluetooth LE support

BLUETOOTH LE SUPPORT

- ▶ Generic Bluetooth binding
- ▶ Extensible by specific device bindings
 - ▶ **BlueGiga** for USB dongles with BLE112 chip
 - ▶ **blueZ** for linux blueZ stack supported USB dongles.
 - ▶ **Blukii** for Blukii SmartBeacons

AUTHENTICATION

- ▶ OAuth2 client
 - ▶ Supports various OAuth authentication flows
- ▶ HTTP Authentication & Authorisation
 - ▶ HTTP handler chain for authentication, authorisation, and redirection.
 - ▶ AuthenticationManager validating Credentials
 - ▶ Highly customisable
 - ▶ Provides HTTP basic auth implementation

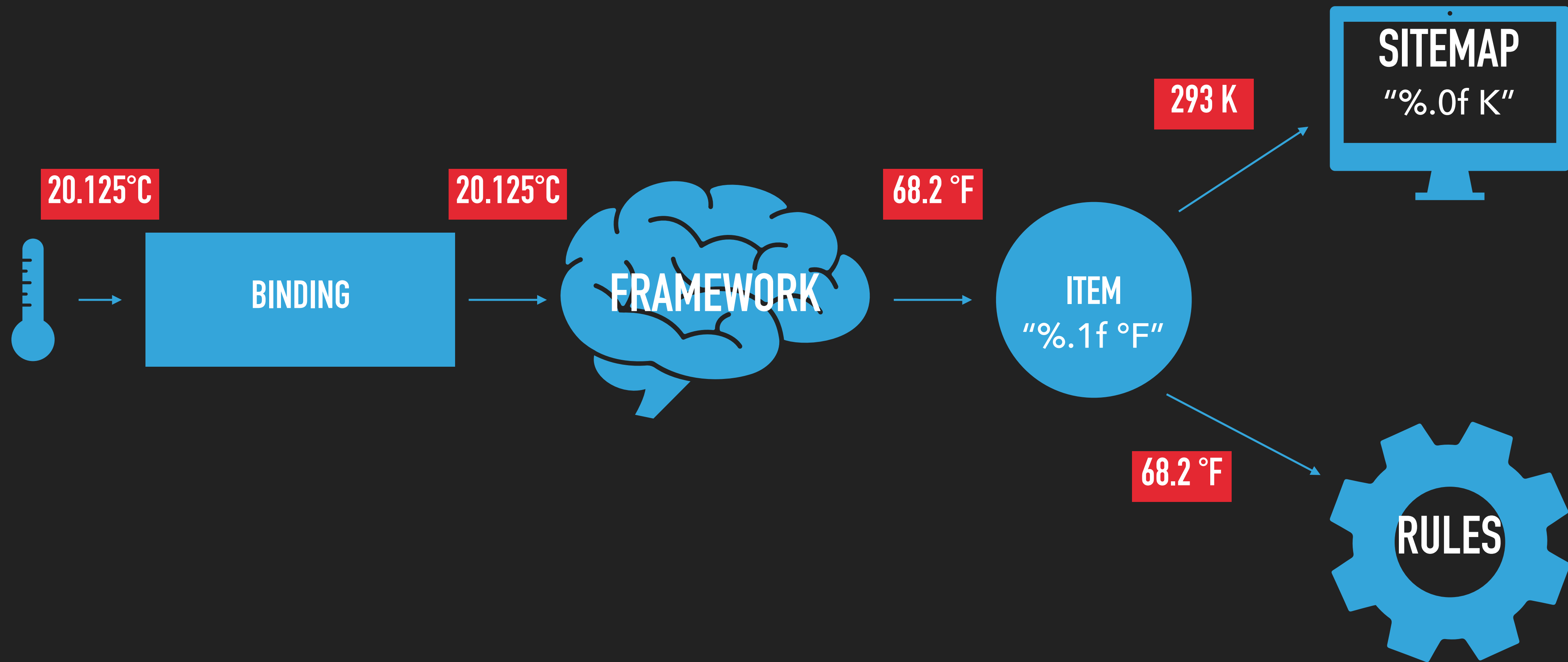
HTTP & WEBSOCKET CLIENT

- ▶ Common HTTP & WebSocket Client
 - ▶ Reduces Thread count
 - ▶ Own thread pool

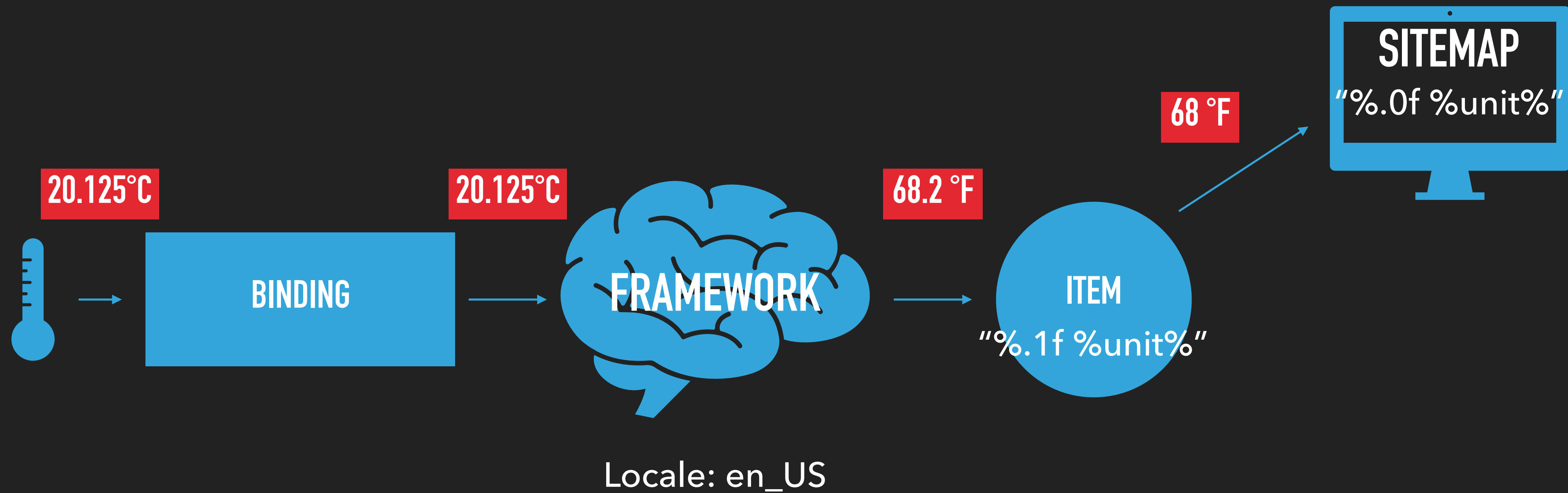
UNITS OF MEASUREMENT

- ▶ Built-in unit conversion
- ▶ Locale based default units
- ▶ Full DSL script support

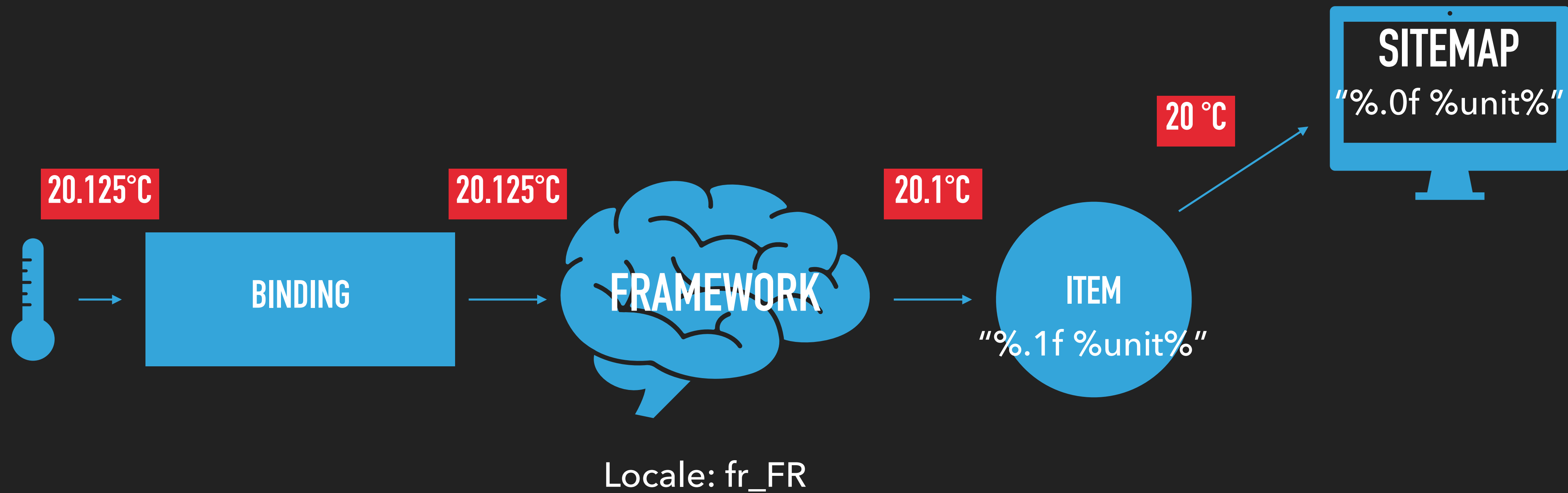
UOM - UNIT CONVERSION



UOM - LOCALE BASED CONVERSION



UOM - LOCALE BASED CONVERSION



UOM - DSL SCRIPT SUPPORT

```
// define a QuantityType variable
var myTemperature = 20|°C

// convert a quantity state into a different unit:
var fahrenheit = myTemperature.toUnit("°F")

// calculations
var velocity = 100|km / 1|h
var acceleration = velocity / 1|h

// comparison
var truthy = 20|"°C" == 20|°C
var colder = new QuantityType("50 °F") < 20|°C
```

CODING STYLE #1

- ▶ Builder pattern for core model classes
 - ▶ Channel[Type]Builder, Thing[Type]Builder, BridgeBuilder, ChannelGroupTypeBuilder, ChannelDefinitionBuilder, ...
 - ▶ Allows simple & safe API extension & immutable instances
 - ▶ Exposed to bindings via BaseThingHandler & ThingHandlerCallback:
 - ▶ #editThing
 - ▶ #createChannelBuilder[s], #editChannel

CODING STYLE #2

- ▶ No more Groovy
 - ▶ All tests were converted to Java
 - ▶ Base test classes: JavaTest & JavaOSGiTest
- ▶ Java 11 support
 - ▶ Still: warnings about illegal reflective access

OUTLOOK

- ▶ Separate ThingHandler & device configuration
- ▶ Introduce start levels
- ▶ New scheduler

**ESH COMMUNITY ROCKS.
THANK YOU!**

htreu