Escape Room Master Integration
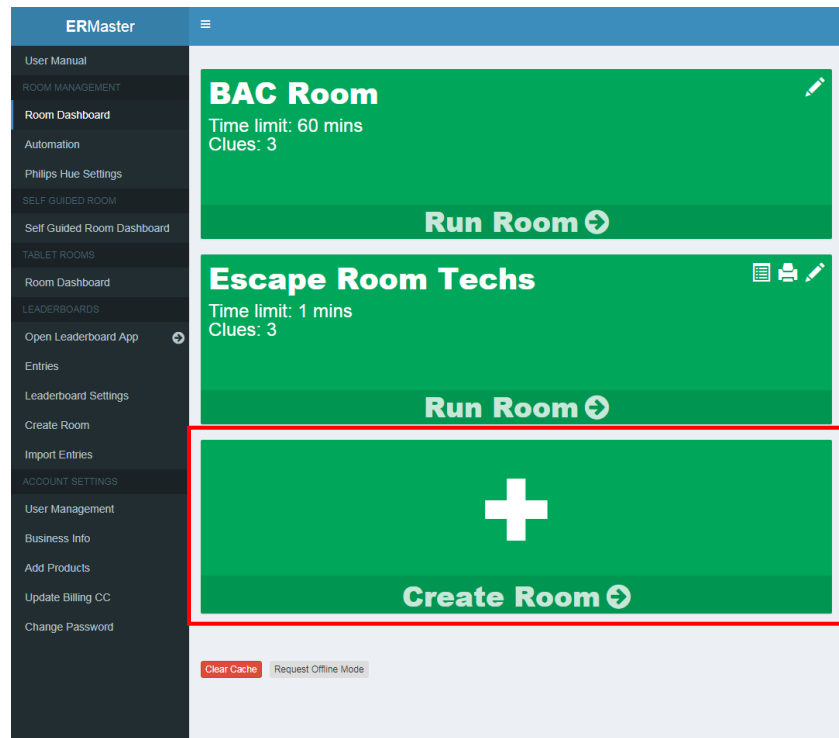
https://escaperoommaster.com/

Overview

ERM polls devices to get updated properties. To configure ERM we are going to set up a polling event to get changes from the BAC, as well as two example events that showcase how to trigger ERM events and how to send commands back to the BAC

Creating a room

Sign in to ERM and navigate to https://escaperoommaster.com/dashboard/rooms/

Select Create Room

Name your room, scroll to the bottom and select Save
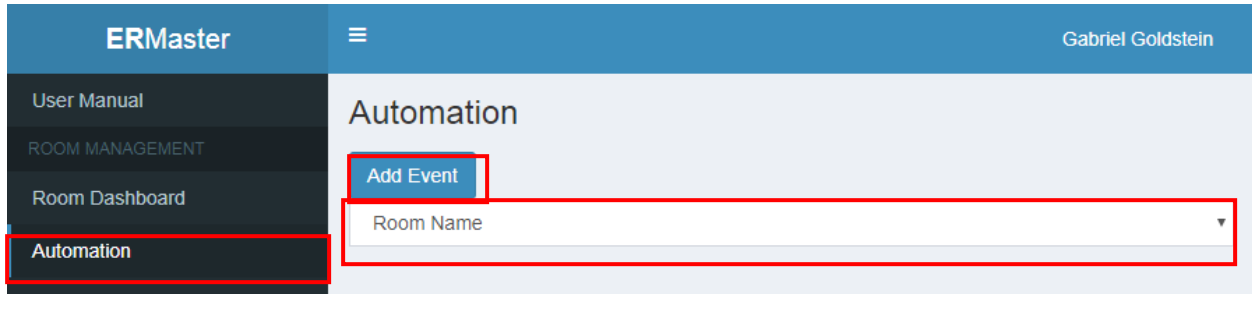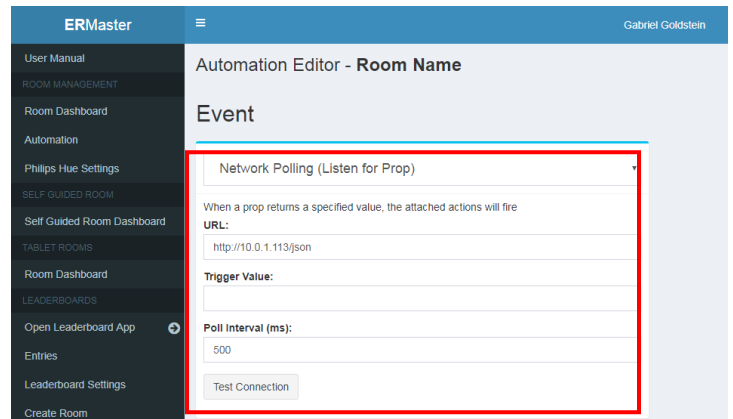
Adding Events

The Polling Event

Click the "Room Dashboard" tab, select your room, and then click Add Event

- Set the event type to "Network Polling (Listen for Prop)"
- Set the URL to http://[BAC IP HERE]/json
- Leave Trigger Value blank
- Set desired Poll Interval (default 500ms).
- *(Optional)* You may click "Test Connection" to verify connection settings.

Under Actions change action type to "Run Script". Paste the following as a starting point:

```
// Get properties from json
var obj = JSON.parse(env.returnVal);

// If Input 0 is on
if (obj.input0 == "On")
{
   // Trigger event called "timerStart"
   trigger("timerStart");
}

// If Input 1 is on
if (obj.input1 == "On")
{
   // Trigger event called "resetBAC"
   trigger("resetBAC");
}
```
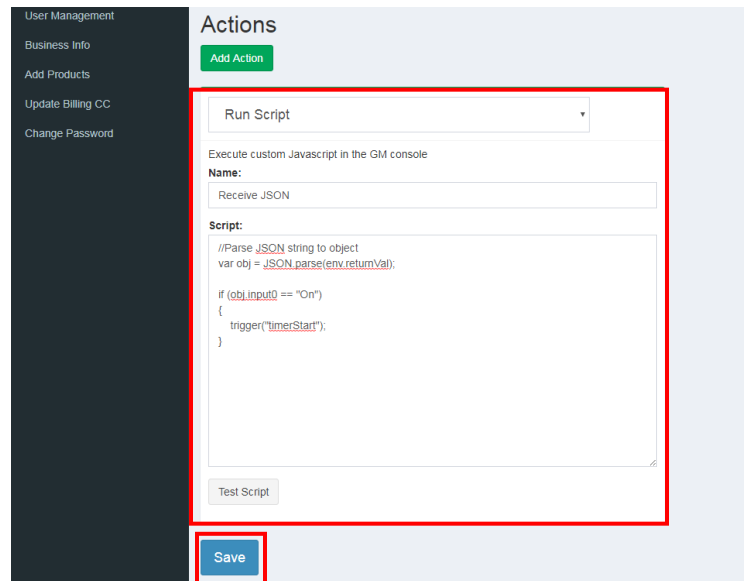

For a list of all properties available see the Master Command Table document.

Click Save to save your settings.

Example Event: Start Timer in ERM

After you are returned to the automation page, choose "Add Event"

Set the new event properties as shown and click Save
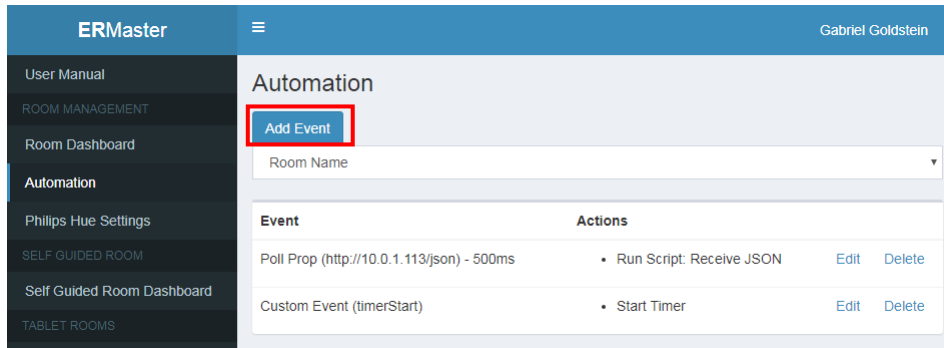
Example Event: Reset BAC

After you are returned to the automation page, choose "Add Event"
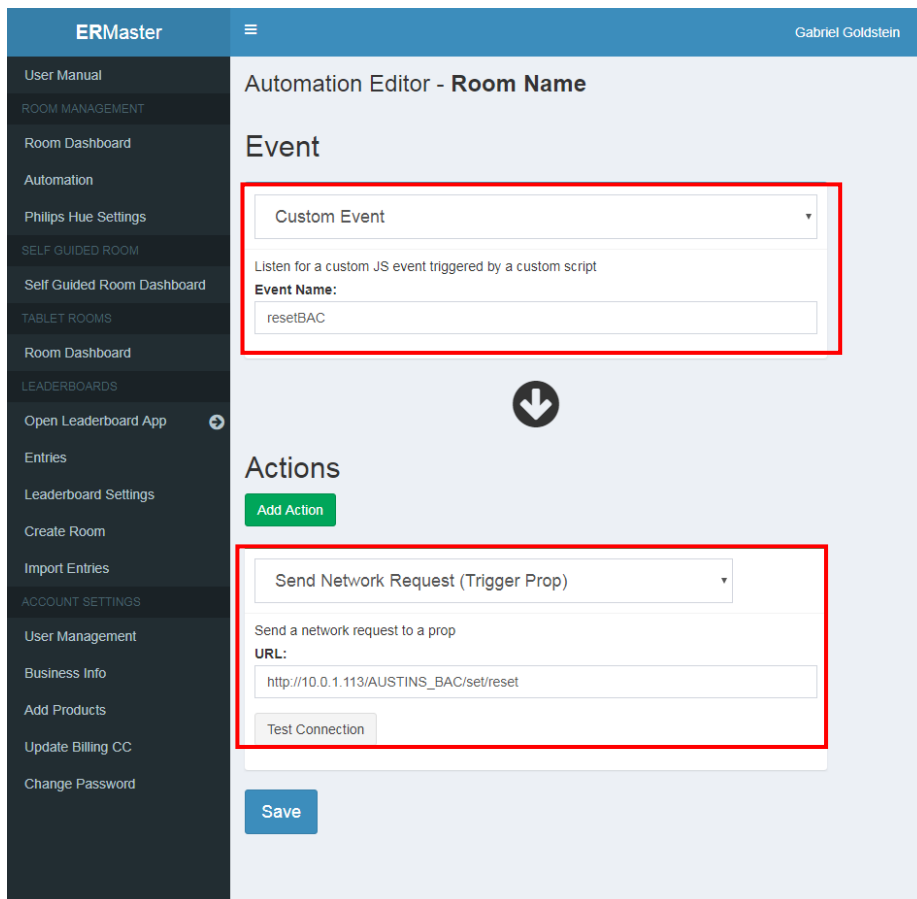
Set the event properties as shown

Command URLs have the format http://[BAC IP ADDRESS]/[BAC NAME]/set/command

Notice the structure of the reset command. **More information can be found in the Master Command Table document.**

Click Save.

Further Reading

The Master Command Table has a list of all available commands and properties for the BAC.