PIFX Documentation

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Contents

To use PIFX, initiate an instance of the PIFX class with your API token to use its functions.

```
import pifx

p = pifx.PIFX(api_key='API_KEY_GOES_HERE')

p.toggle_power() # toggle all lights
p.toggle_power('label:Bedroom') # toggle light with label "Bedroom"
p.set_state(color='blue', brightness='0.85') # set brightness to 85% and color to blue
p.pulse_lights(color='red', period=2.5) # pulse lights with a period of 2.5 seconds
```

PIFX Usage Documentation:

class pifx.**PIFX**(*api_key*, *http_endpoint=None*)

Main PIFX class

activate_scene(*scene_uuid*, *duration=1.0*)

Activate a scene.

See http://api.developer.lifx.com/docs/activate-scene

scene_uuid: required String The UUID for the scene you wish to activate

duration: Double The time in seconds to spend performing the scene transition. default: 1.0

breathe_lights(*color*, *selector='all'*, *from_color=None*, *period=1.0*, *cycles=1.0*, *persist=False*, *power_on=True*, *peak=0.5*)

Perform breathe effect on lights.

selector: String The selector to limit which lights will run the effect. default: all

color: required String Color attributes to use during effect. See set_state for more.

from_color: String The color to start the effect from. See set_state for more. default: current bulb color

period: Double The time in seconds for one cyles of the effect. default: 1.0

cycles: Double The number of times to repeat the effect. default: 1.0

persist: Boolean If false set the light back to its previous value when effect ends, if true leave the last effect color. default: false

power_on: Boolean If true, turn the bulb on if it is not already on. default: true

peak: String Defines where in a period the target color is at its maximum. Minimum 0.0, maximum 1.0. default: 0.5

cycle_lights(*states*, *defaults*, *direction='forward'*, *selector='all'*)

Cycle through list of effects.

Provide array states as a list of dictionaries with set_state arguments. See http://api.developer.lifx.com/docs/cycle

selector: String The selector to limit which lights will run the effect. default: all

states: required List of Dicts List of arguments, named as per set_state. Must have 2 to 5 entries.

defaults: Object Default values to use when not specified in each states[] object. Argument names as per set_state.

direction: String Direction in which to cycle through the list. Can be forward or backward default: forward

list_lights(*selector='all'*)
Given a selector (defaults to all), return a list of lights. Without a selector provided, return list of all lights.

list_scenes()
Return a list of scenes. See http://api.developer.lifx.com/docs/list-scenes

pulse_lights(*color*, *selector='all'*, *from_color=None*, *period=1.0*, *cycles=1.0*, *persist=False*, *power_on=True*)
Perform pulse effect on lights.

selector: String The selector to limit which lights will run the effect. default: all

color: required String Color attributes to use during effect. See set_state for more.

from_color: String The color to start the effect from. See set_state for more. default: current bulb color

period: Double The time in seconds for one cyles of the effect. default: 1.0

cycles: Double The number of times to repeat the effect. default: 1.0

persist: Boolean If false set the light back to its previous value when effect ends, if true leave the last effect color. default: false

power_on: Boolean If true, turn the bulb on if it is not already on. default: true

set_state(*selector='all'*, *power=None*, *color=None*, *brightness=None*, *duration=None*)
Given a selector (defaults to all), set the state of a light. Selector can be based on id, scene_id, group_id, label, etc. Returns list of lightbulb statuses if successful. See http://api.developer.lifx.com/v1/docs/selectors

selector: required String The selector to limit which lights will run the effect.

power: String e.g "on" or "off"

color: String e.g #ff0000 or "red" Color to set selected bulbs. Hex color code, color name, saturation percentage, hue, RGB, etc. See http://api.developer.lifx.com/v1/docs/colors

brightness: Double e.g 0.5 Set brightness level from 0 to 1

duration: Double e.g 10 Setting transition time, in seconds, from 0.0 to 3155760000.0 (100 years).

state_delta(*selector='all'*, *power=None*, *duration=1.0*, *infrared=None*, *hue=None*, *saturation=None*, *brightness=None*, *kelvin=None*)
Given a state delta, apply the modifications to lights' state over a given period of time.

selector: required String The selector to limit which lights are controlled.

power: String The power state you want to set on the selector. on or off

duration: Double How long in seconds you want the power action to take. Range: 0.0 – 3155760000.0 (100 years)

infrared: Double The maximum brightness of the infrared channel.

hue: Double Rotate the hue by this angle in degrees.

saturation: Double Change the saturation by this additive amount; the resulting saturation is clipped to [0, 1].

brightness: Double Change the brightness by this additive amount; the resulting brightness is clipped to [0, 1].

kelvin: Double Change the kelvin by this additive amount; the resulting kelvin is clipped to [2500, 9000].

toggle_power(*selector='all'*, *duration=1.0*)
Given a selector and transition duration, toggle lights (on/off)

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