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String MOB001_WLAN_N          "Zu Hause [%s]" (gPresence) { exec="<[sudo bash /opt/openhab/iphonedetect.sh:60000:REGEX((.*?))]" }
String MOB002_WLAN_N          "Zu Hause2 [%s]" (gPresence) { exec="<[bash /opt/openhab/iphonedetect2.sh:60000:REGEX((.*?))]" }
String MOB003_WLAN_N          "Zu Hause3 [%s]" (gPresence) { exec="<[/opt/openhab/iphonedetect3.sh:60000:REGEX((.*?))]" }

/* https://github.com/openhab/openhab/wiki/Explanation-of-items */
/* itemtype itemname ["labeltext"] [<iconname>] [(group1, group2, ...)] [{bindingconfig}] */

Group gAll
Group gFF
Group gGF
Group gC
Group gOutdoor      "Exterieur"      <garden>
Group gWeather      "Météo"          <sun>
Group gAstro         "Astro"         <galaxy>
//Group gStatus
Group gPresence

//Group GF_Living   "Salon"          <sofa>      (gGF)
Group GF_Kitchen    "Cuisine"        <kitchen>   (gGF)
//Group GF_Toilet   "Salle de bain"    <bath>      (gGF)
//Group GF_Corridor "Montée escalier" <corridor> (gGF)

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//Group GF_Office      "Bureau"      <office>      (gGF)
//Group FF_Bath        "Salle de bain" <bath>        (gFF)
//Group FF_WC          "WC"          <toilet>(gFF)
//Group FF_Child       "Chambre Martin" <boy_1>      (gFF)
//Group FF_Bed         "Chambre A&R"   <bedroom>     (gFF)
//Group FF_Bed2        "Chambre C&R"   <bedroom>     (gFF)
//Group FF_Bed3        "Chambre rose"  <bedroom>     (gFF)
//Group FF_Corridor    "Couloire"     <corridor>    (gFF)

/* active groups */
Group:Switch:OR(ON, OFF)    gLights      "Tous les lumieres [(%d)]"          <light>          (gAll)
Group:Switch:OR(ON, OFF)    gHeating     "Nbr Chauffage active [(%d)]"      <heating>        (gAll)
Group:Number:AVG            gTemperature "Temperature moy. pièce [%.1f °C]" <temperature> (gStatus)
Group:Contact:OR(OPEN, CLOSED) gWindows     "Fenetres ouvertes [(%d)]"          <contact>        (gAll)

//Iphone detect
// https://community.openhab.org/t/working-iphone-wifi-presence-locator/5985/9
//String MOB001_WLAN_N      "Zu Hause [%s]" (gPresence) { exec="<[sudo /opt/openhab/iphonedetect.sh:60000:REGEX((.*?))]" }
//String MOB002_WLAN_N      "Zu Hause2 [%s]" (gPresence) { exec="<[bash /opt/openhab/iphonedetect2.sh:60000:REGEX((.*?))]" }
//String MOB003_WLAN_N      "Zu Hause3 [%s]" (gPresence) { exec="<[/opt/openhab/iphonedetect3.sh:60000:REGEX((.*?))]" }

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/\* Lights \*/

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//Dimmer Light_GF_Living_Table          "Table"                (GF_Living, gLights)
//Switch Light_GF_Living_Mur           "Murale"                (GF_Living, gLights)
//Switch Light_GF_Corridor_Ceiling     "Plafond"               (GF_Corridor, gLights)
//Switch Light_GF_Kitchen_Ceiling     "Plafond"               (GF_Kitchen, gLights)
//Switch Light_GF_Kitchen_Table        "Table"                 (GF_Kitchen, gLights)
//Switch Light_GF_Kitchen_Meuble      "Meuble"                (GF_Kitchen, gLights)
//Switch Light_GF_Kitchen_Mur         "Murale"                (GF_Kitchen, gLights)
//Switch Light_GF_Corridor_Wardrobe   "Escalier"              (GF_Corridor, gLights)
//Switch Light_GF_Toilet_Ceiling      "Plafond"               (GF_Toilet, gLights)
//Switch Light_GF_Toilet_WC           "WC"                    (GF_Toilet, gLights)
//Switch Light_FF_Office_Ceiling       "Plafond"               (GF_Office, gLights)
//Switch Light_FF_Office_Mur          "Murale"                (GF_Office, gLights)
//Switch Light_FF_Bath_Ceiling         "Plafond"               (FF_Bath, gLights)
//Switch Light_FF_WC_Ceiling           "Plafond"               (FF_WC, gLights)
//Switch Light_FF_Corridor_Ceiling    "Couloir"               (FF_Corridor, gLights)
//Switch Light_FF_Child_Ceiling        "Plafond"               (FF_Child, gLights)
//Switch Light_FF_Bed_Ceiling          "Plafond"               (FF_Bed, gLights)
//Switch Light_FF_Bed2_Ceiling         "Plafond"               (FF_Bed2, gLights)
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//Switch Light_FF_Bed3_Ceiling      "Plafond"                (FF_Bed3, gLights)
//Switch Light_C_Ecurie_Ceiling     "Ecurie"                  (gC, gLights)
//Switch Light_C_Cave_Ceiling       "Cave"                    (gC, gLights)
//Switch Light_C_Grange_Ceiling     "Mur Grange"              (gC, gLights)
//Switch Light_C_Grange_Workshop    "Etablie Grange"         <Light>      (gC, gLights)
//Switch Light_Outdoor_Garage       "Portail"                 (gOutdoor, gLights)
//Switch Light_Outdoor_Terrace      "Terrace"                 (gOutdoor, gLights)
//Switch Light_Outdoor_Frontdoor    "Porte d'entrée"         <light>      (gOutdoor, gLights)

/* Heating */
//Switch Heating_GF_Toilet          "WC"                      <heating>    (GF_Toilet, gHeating)
//Switch Heating_GF_Living          "vers Cheminée"          <heating>    (GF_Living, gHeating)
//Switch Heating_GF_Living2         "vers Meuble"            <heating>    (GF_Living, gHeating)
//Switch Heating_GF_Kitchen         "Cuisine"                <heating>    (GF_Kitchen, gHeating)
//Switch Heating_GF_Office          "Bureau"                 <heating>    (GF_Office, gHeating)
//Switch Heating_FF_Bath             "Salle de bain"          <heating>    (FF_Bath, gHeating)
//Switch Heating_FF_WC               "WC"                     <heating>    (FF_WC, gHeating)
//Switch Heating_FF_Child            "Chambre Martin"        <heating>    (FF_Child, gHeating)
//Switch Heating_FF_Bed              "Chambre A&R"            <heating>    (FF_Bed, gHeating)
//Switch Heating_FF_Bed2            "Chambre C&R"            <heating>    (FF_Bed2, gHeating)

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//Switch Heating_FF_Bed3          "Chambre rose"          <heating>      (FF_Bed3, gHeating)

/* Indoor Temperatures */
//Number Temperature_GF_Corridor  "Temperature [%..1f °C]"  <temperature> (gTemperature, GF_Corridor)
//Number Temperature_GF_Toilet    "Temperature [%..1f °C]"  <temperature> (gTemperature, GF_Toilet)
//Number Temperature_GF_Living    "Temperature [%..1f °C]"  <temperature> (gTemperature, GF_Living)
//Number Temperature_GF_Office    "Temperature [%..1f °C]"  <temperature> (gTemperature, GF_Office)

/* Windows */
//Contact Window_GF_Frontdoor     "Porte d'entrée [MAP(fr.map):%s]"  <frontdoor>   (GF_Kitchen, gWindows)
//Contact Window_GF_Kitchen       "Cuisine [MAP(fr.map):%s]"          (GF_Kitchen, gWindows)
//Contact Window_GF_Living        "Porte de Terrasse [MAP(fr.map):%s]"  <door>        (GF_Living, gWindows)
//Contact Window_GF_Living2       "Fenetre cheminee [MAP(fr.map):%s]"  (GF_Living, gWindows)
//Contact Window_GF_Living3       "Fenetre meuble [MAP(fr.map):%s]"    (GF_Living, gWindows)
//Contact Window_GF_Office        "Fenetre bureau [MAP(fr.map):%s]"    (GF_Office, gWindows)
//Contact Window_FF_Bed           "Chambre A&R [MAP(fr.map):%s]"      (FF_Bed, gWindows)
//Contact Window_FF_Child         "Chambre Martin [MAP(fr.map):%s]"    (FF_Child, gWindows)
//Contact Window_FF_Bed2         "Chambre C&R [MAP(fr.map):%s]"      (FF_Bed2, gWindows)
//Contact Window_FF_Bed3         "Chambre rose [MAP(fr.map):%s]"      (FF_Bed3, gWindows)
//Contact Garage_Door             "Porte de Grange [MAP(fr.map):%s]"    (Outdoor, gWindows)

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/* gAstro https://github.com/openhab/openhab2/tree/master/addons/binding/org.openhab.binding.astro */

DateTime Astro_Sunrise_Time "Sunrise [%1$tH:%1$tM]"          <sunrise>    (gAstro)    {
channel="astro:sun:home:rise#start" }

DateTime Astro_Sunset_Time "Sunset [%1$tR]"                  <sunset>    (gAstro)    { channel="astro:sun:home:set#start"
}

//String Astro_Sunset_Time "Sunset "                        <sunset>    (gAstro)    { channel="astro:sun:home:set#start" }

//DateTime Astro_Sunrise_Time "Sunrise "                    <sunrise>    (gAstro)    {
channel="astro:sun:home:rise#start" }

//DateTime Astro_Sunset_Time "Sunset "                       <sunset>    (gAstro)    {
channel="astro:sun:home:set#start" }

Number Astro_Azimuth "Azimuth"                               <sun>       (gAstro)    {
channel="astro:sun:home:position#azimuth" }

Number Astro_Elevation "Elevation"                           <sun>       (gAstro)    {
channel="astro:sun:home:position#elevation" }

String Astro_MoonPhase "MoonPhase [MAP(moon.map):%s]"      <moon>     (gAstro)    { channel="astro:moon:home:phase#name" }

String Astro_Sign "Signe [MAP(zodiac.map):%s]"              <sun>      (gAstro)    { channel="astro:sun:home:zodiac#sign" }

String Astro_Season "Saison [MAP(season.map):%s]"           (gAstro)    { channel="astro:sun:home:season#name" }

/*Group gWeather */

Number Weather_Temperature "Temperature exterieure [%1.1f °C]" <temperature> (gWeather)  {
channel="yahooweather:weather:ossy:temperature" }

Number Weather_Temp_Max "Todays Maximum [%1.1f °C]"         <temperature> (gWeather)

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Number Weather_Temp_Min      "Todays Minimum [%1f °C]"          <temperature> (gWeather)
Number Weather_Humidity      "Humidité exterieure [%1f %%"      <humidity>      (gWeather)  {
channel="yahooweather:weather:ossy:humidity" }
Number Weather_Pressure      "Pressure exterieure [%1f hPa]"     <weather_barometric_pressure>      (gWeather)  {
channel="yahooweather:weather:ossy:pressure" }
Number Weather_Rain          "Rain [%2f mm/h]"                  <water> (gWeather)  { channel="yahooweather:weather:ossy:rain" }
Number Weather_Precip_Total  "Precip total [%d mm]"              <water>      (gWeather)  { channel="yahooweather:weather:ossy:total" }
Number Weather_Snow          "Snow [%2f mm/h]"                  <snow>      (gWeather)  { channel="yahooweather:weather:ossy:snow" }
Number Weather_Wind_Speed    "Wind speed [%2f km/h]"            <wind>      (gWeather)  { channel="yahooweather:weather:ossy:speed" }
Number Weather_UV_Index      "UV Index"                          <sun>      (gWeather)  { channel="yahooweather:weather:ossy:uvIndex" }
DateTime Weather_LastUpdate  "Dern. MAJ [%1$ta %1$tR]"          <clock>      (gWeather)  {
channel="yahooweather:weather:ossy:lastUpdate" }
String Weather_Temp_MinMax    "Todays Min/Max [%s °C]"           <temperature> (gWeather) {
channel="yahooweather:weather:ossy:minMax" }

//Number Weather_Temperature  "Temperature exterieure [%1f °C]"  <temperature> (gWeather)  { weather="locationID=home-
OWM,type=temperature, property=current" }
//Number Weather_Temp_Max      "Todays Maximum [%1f °C]"          <temperature> (gWeather)
//Number Weather_Temp_Min      "Todays Minimum [%1f °C]"          <temperature> (gWeather)
//Number Weather_Humidity      "Humidité exterieure [%1f %%"      <humidity>      (gWeather)  { weather="locationID=home-
OWM,type=humidity, property=current" }
//Number Weather_Pressure      "Pressure exterieure [%1f hPa]"     <pressure>      (gWeather)  { weather="locationID=home-
OWM,type=pressure, property=current" }

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//Number Weather_Rain      "Rain [%.2f mm/h]"      <water>  (gWeather)  { weather="locationID=home-OWM,type=rain, property=current" }

//Number Weather_Wind_Speed  "Wind speed"      <wind>    (gWeather)   { weather="locationID=home-OWM,type=speed,
property=current" }

//Number Weather_UV_Index   "UV Index"      <sun>     (gWeather)  { weather="locationID=home-OWM,type=uvIndex, property=current"
}

//DateTime Weather_LastUpdate      "Dern. MAJ [%1$ta %1$tR]"  <clock>      (gWeather)  { weather="locationID=home-
OWM,type=lastUpdate, property=current" }

//Number Weather_Temp_MinMax      "Todays Min/Max [%.1f °C]"      <temperature> (gWeather)  { weather="locationID=home-
OWM,type=minMax, property=current" }

/* NTP binding demo item */

DateTime CurrentDate      "Date [%1$tA, %1$td/%1$tm/%1$tY]"  <calendar>      { channel="ntp:ntp:ossy:dateTime" }

/* Real items */

//Switch Wemo_GF_Kitchen      "Poêle"      <fire>      (GF_Kitchen)  {wemo="PC-
WM01"}

Number Temperature_GF_Kitchen      "Temperature [%.1f °C]"      <temperature> (GF_Kitchen, gTemperature)
{zwave="2:0:command=sensor_multilevel,sensor_type=1,sensor_scale=0"}

Number Humidity_GF_Kitchen      "Humidity [%.0f %%"      <humidity>    (GF_Kitchen)
{zwave="2:0:command=sensor_multilevel,sensor_type=5"}

Number Luminance_GF_Kitchen      "Luminance [%.0f Lux]"      <sun>      (GF_Kitchen)
{zwave="2:0:command=sensor_multilevel,sensor_type=3"}

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Number Ultraviolet\_GF\_Kitchen "Ultraviolet [%.0f]"  
{zwave="2:0:command=sensor\_multilevel,sensor\_type=27"}

<sun> (GF\_Kitchen)

Contact Motion\_GF\_Kitchen "Motion [%s]"  
{zwave="2:0:command=sensor\_binary,respond\_to\_basic=true"}

<siren> (GF\_Kitchen, gMotion)

Number Battery\_GF\_Kitchen "Battery [%s %%]"  
{zwave="2:0:command=battery"}

<battery> (GF\_Kitchen)

Number Vibration\_GF\_Kitchen "Vibration [%.0f]"  
{zwave="2:0:command=sensor\_multilevel,sensor\_type=6"}

(GF\_Kitchen)