Windigipet 2025 – Philips HUE integration

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1. Summary

This document describes how I've set up day-night-day control for my model railway, and in particular how the room lighting is managed as part of that.

I've got Philips HUE lights in my model railway room, and I'm using Windigipet 2025. In this version, it's possible to integrate Philips HUE directly. I've tested that integration and put together a simple day-night lighting control. It works nicely so far, and I might expand it into something a bit more advanced later on.

2. Creating Scenes in Philips HUE

The first thing we need to do is create a series of scenes in Philips HUE.
To do this, we install the Philips HUE app on our phone or tablet. Then we connect to our HUE Bridge, and we're ready to start creating scenes.
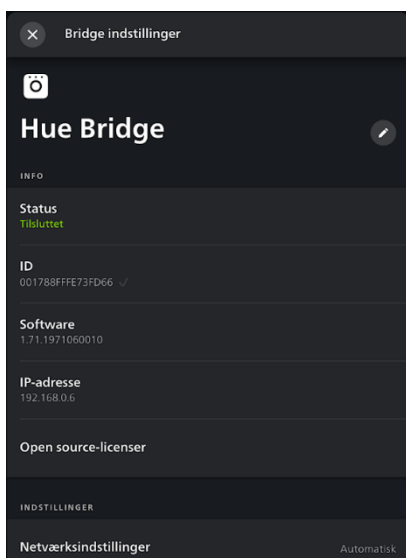

I've chosen to create a total of 8 scenes – one for daylight and one for night lighting.
From day to night, I've made 3 scenes where the light gradually dims and changes color, and in the same way, I've made 3 scenes from night to day to simulate the sunrise. Of course, this can be adjusted to suit your own preferences.

You can see the scenes in the table below.

| Scene	Effect	Brightness %	Color
Day - sunshine	Full daylight	100	neutral white – or slightly blue-white
Dusk-1	Early dusk	70	golden/orange tone
Dusk-2	Fading light	30	darker orange/red
Dusk-3	Almost dark	20	red-purple hue
Night	Moonlight/dark night	7	dark blue-purple
Dawn-1	Early dawn	10	blue-purple hue
Dawn-2	First light	30	red-orange
Dawn-3	Almost daylight	60	yellow-white
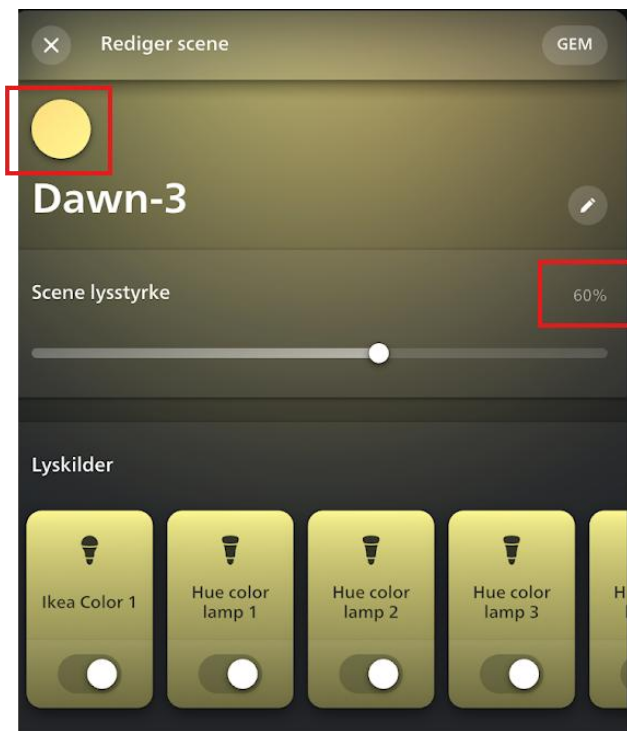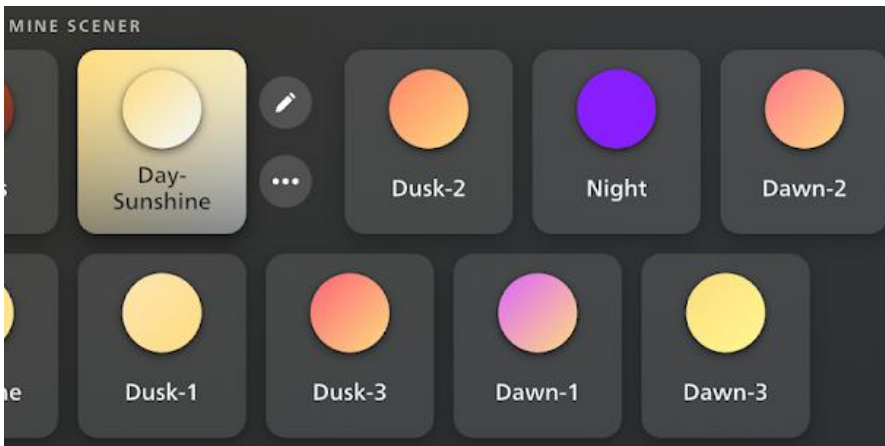
Example of the Dawn-3 scene – with 60% brightness and Yellow-White color
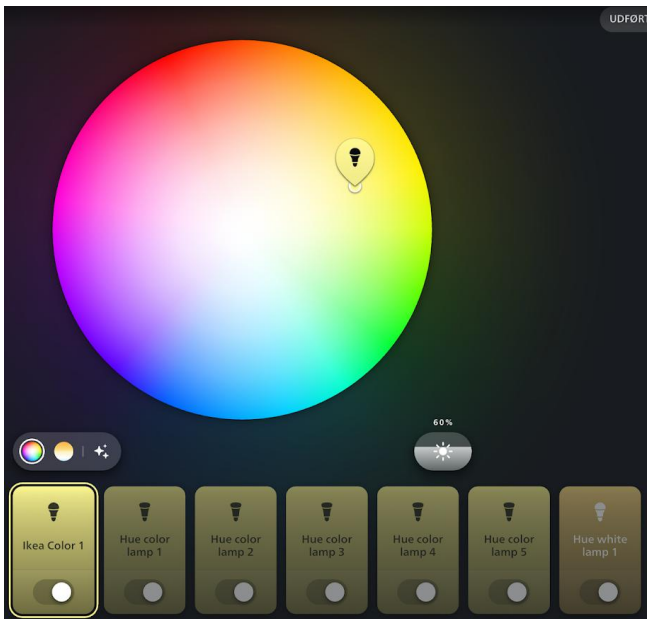
Example of the Dawn-3 scene – You can give different colors to the individual bulbs - I have chosen the same color.
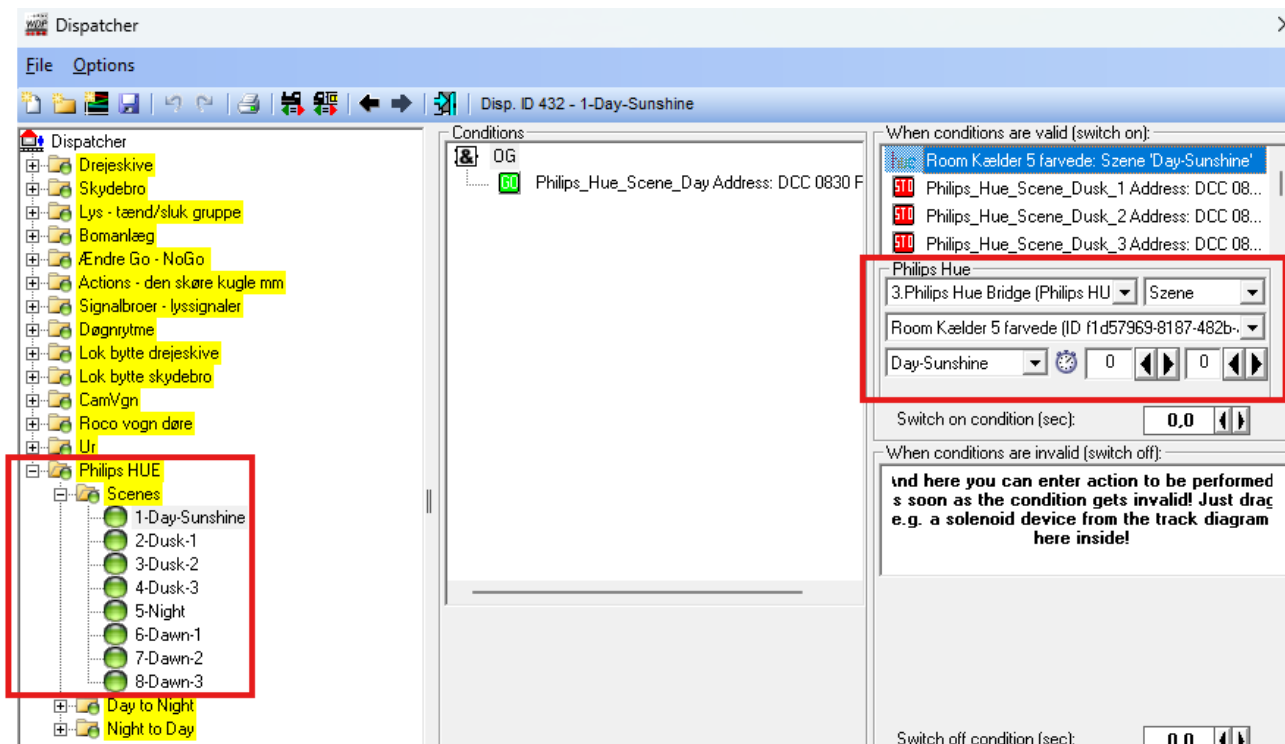
3. Testing Scenes for Windigipet.

In Windigipet under System Settings we connect to the Philips HUE Bridge. All we need to enter is the IP address - and we could see that in the Philips HUE app.
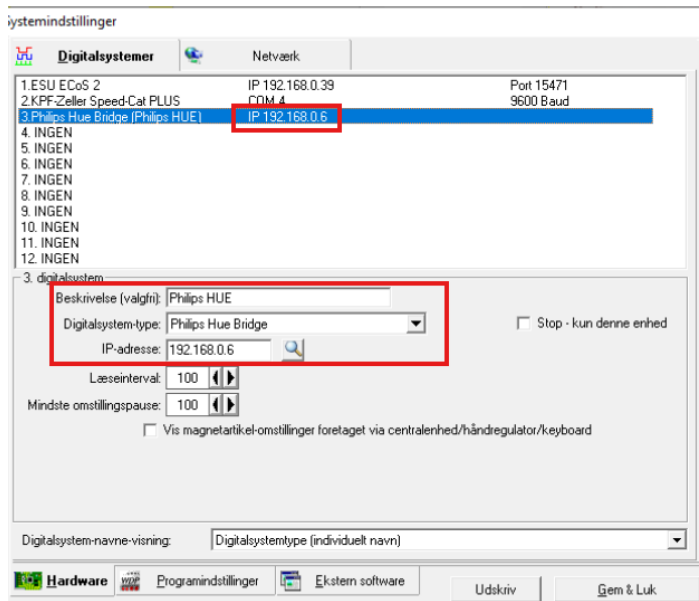
In Windigipet, I have created a small button panel so that the individual scenes can be tested.
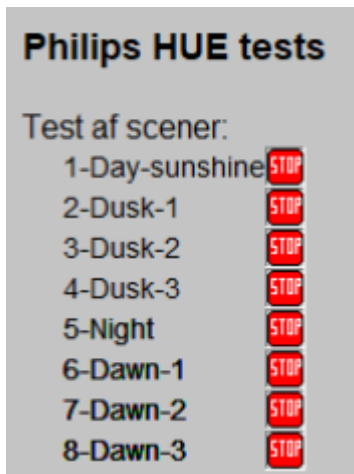
In Windigipet 2025 we can select the new Action "Philips HUE Szene/Effect". We then activate the individual scenes by pressing the corresponding button.

We can now adjust the light intensity and color of the scenes until we are satisfied with them.
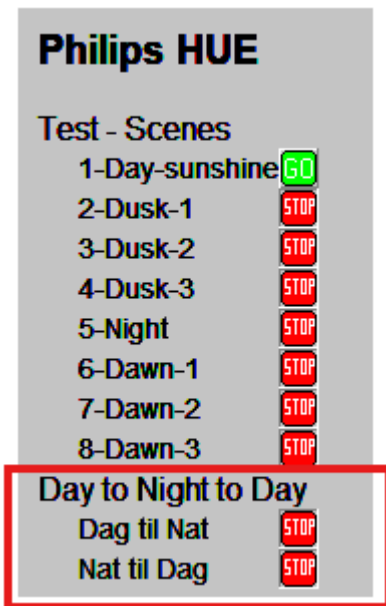
4. Night to Day – and Day to Night

We will now make a smooth transition from night to day and vice versa.

Day to Night:

Scene	transition period - seconds	Switch on condition
Dusk-1	8	0
Dusk-2	8	8
Dusk-3	8	16
Night	8	24

Night to Day:

Scene	transition period - seconds	Switch on condition
Dawn-1	8	0
Dawn-2	8	8
Dawn-3	8	16
Day - sunshine	8	24

In Windigipet we create 2 new buttons that can initiate the transition from day to night and vice versa.
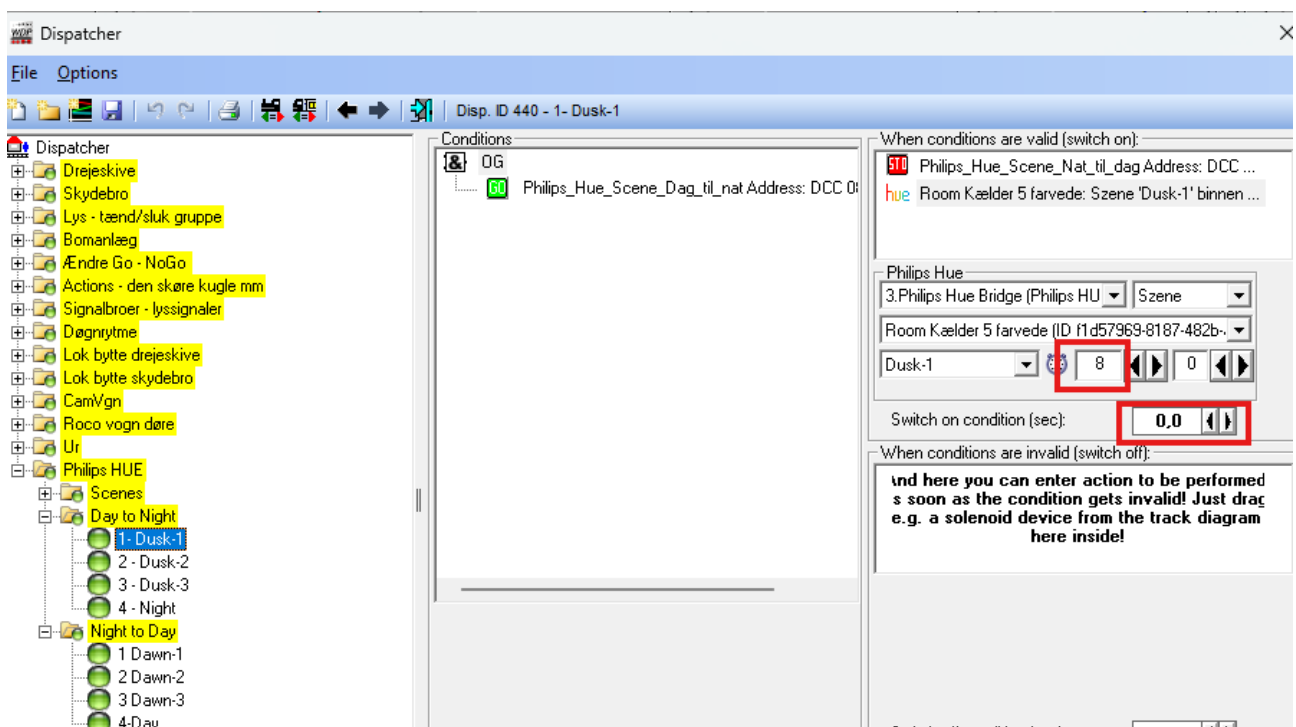
In Dispatcher we create a folder for Day to Night and one for the reverse.

I have chosen to set the Transition Period to 8 seconds for all the scenes - but this can of course be changed.

Switch on condition (sec) is set to 0 for "Dusk-1" - and then 8-16 and 24 seconds for the next scenes. This way you get a nice transition of a total of 8x4= 32 seconds from Day to Night. And it is done in exactly the same way from Night to Day.

5. Implementation in existing 24/7 management

In previous versions of Windigipet I had made my own integration for Philips HUE. It has now been replaced as described by the built-in integration in Windigipet 2025.

	Day-Night rhythm
	Now: Day
	Activate
	Night in 113 seconds (dynamic text)
	Config parameters
	Length of Day (minutes)
	Length of Night (minutes)
	Dawn (sec) – starts xx seconds before day
	Dusk (sec) – starts xx seconds before night
	Light in buildings?
	Light in train room? (Philips HUE)
	Light in wagons?
	Light in Trainsets?
	Front light – locomotives?

I see many possibilities for using the new Philips HUE integration to control the lighting in the model railway room and I need to test the many options available. The method described is simple and probably a very good one to start with.

6. Video

In this video you can get an impression of what the described functionality looks like in reality:

https://youtu.be/qcBOJ31YvAo