



How to **develop for Hue?**

Develop

Get Started

Application Design Guidance

Hue API

Hue Entertainment

Tools and SDKs

Overview

Glossary terms

Datatypes and Time Patterns

The following terms are used in the documentation and may not be immediately obvious to the user.

1. Lights API

2. Groups API

3. Schedules API

4. Scenes API

5. Sensors API

6. Rules API

7 Configuration API

8. Info API
(deprecated as of 1.15)

9. Resourcelinks API

10. Capabilities API

Term	Description
bridge	The Philips base station that is wired to your network.
ISO 8601:2004	A date in the format YYYY-MM-DDThh:mm:ss
breathe cycle	The light or lights do one smooth transition from the current state to a higher brightness in the current color to a lower brightness in the current color and back to the original state.
alert effect	Alert effects are used to set the lamp to a time limited dynamic effect i.e. the lamps will change there lamps during a short time period and then return to their previous value. Example is the select breathe cycle.
dynamic effect	Dynamic effects are changes over time of the light state which continue until the user stops the effect. Example is the color loop.
Link button	The circular button on the top of the hue bridge.

[Remote API Quick start guide](#)

[Remote Authentication](#)

[Remote Hue API - Error Messages](#)

[Error messages](#)

[Message Structure and Response](#)

[Supported Devices](#)

[API Documentation Changelog](#)

Glossary terms

Term	Description
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