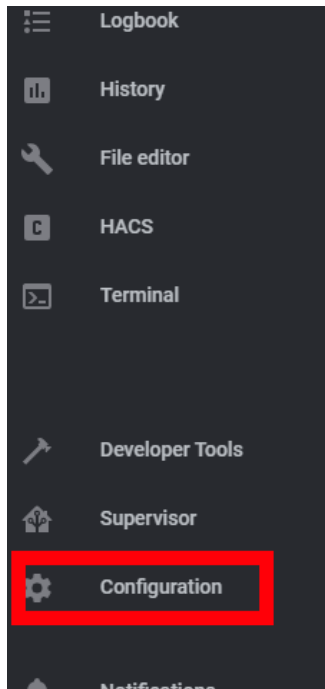
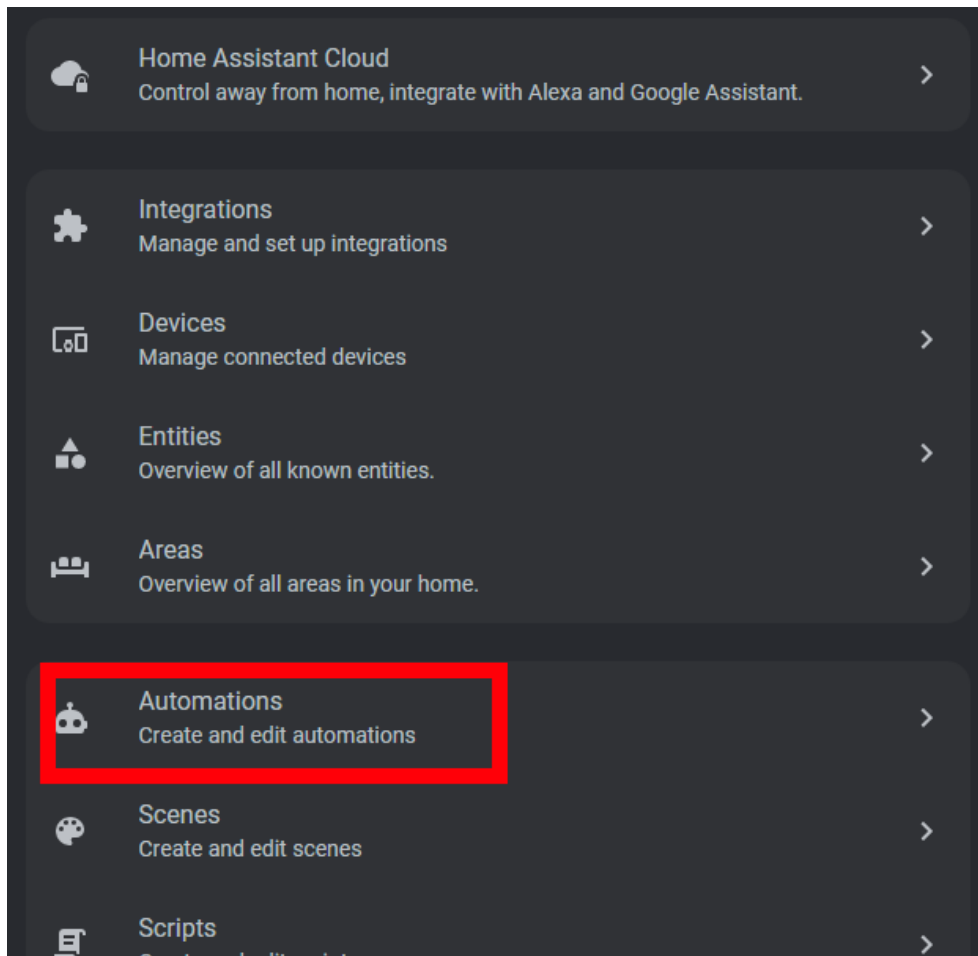


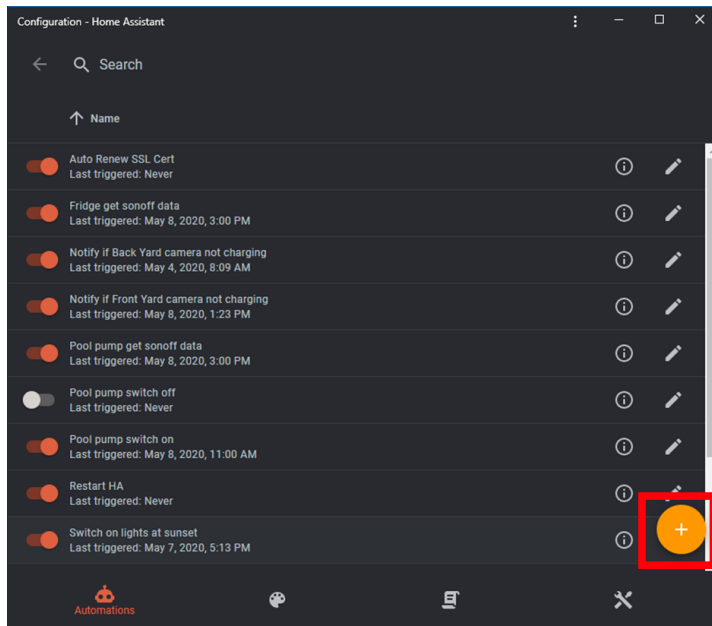
In the Home assistant screen, click on *Configuration* on the left side



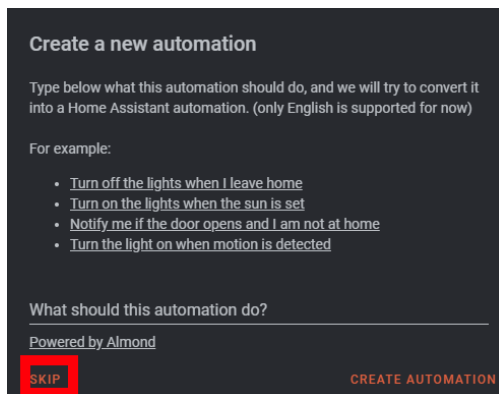
Then choose *Automations*



Then click on the yellow + button to add a new automation



You can skip the first screen, this is only required if you are running a voice assistant on Home Assistant



Give your automation a name.

For the trigger set it to *time pattern*, this will repeat whenever the time matches your criteria. By setting the minutes to /5 you are saying match the time whenever the minute is divisible by 5, so every 5 minutes. If you want it every 15 minutes then make it /15.

The screenshot shows the 'Triggers' section of an automation rule named 'Pool pump get sonoff data'. The trigger type is set to 'Time Pattern'. The 'Minutes' field is set to '/5'. The 'Hours' and 'Seconds' fields are empty. A red box highlights the 'Time Pattern' dropdown, and another red box highlights the '/5' in the 'Minutes' field. An 'ADD TRIGGER' button is visible at the bottom right.

Add a condition to only execute the automation when it meets this condition.

Choose *State* for the condition type.

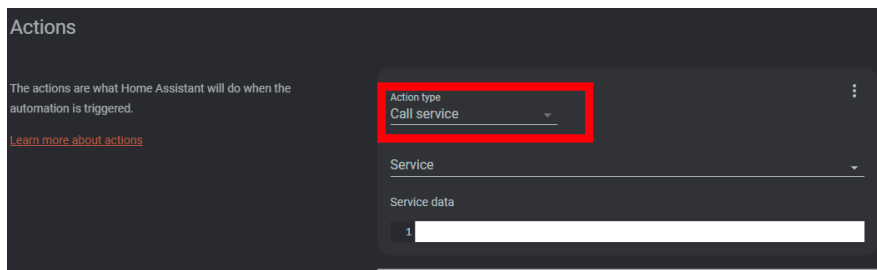
Select your Sonoff POW from the list of Entities

The screenshot shows the 'Conditions' section of the automation rule. The condition type is set to 'State'. The 'Entity' dropdown is open, showing a list of entities. The 'Pool pump' entity (switch.sonoff_1000e943f5) is selected and highlighted with a red box. Other entities listed include 'Study TV plug', 'Living room TV plug', 'Fridge', and 'OpenWeatherMap'. An 'ADD CONDITION' button is visible at the bottom right.

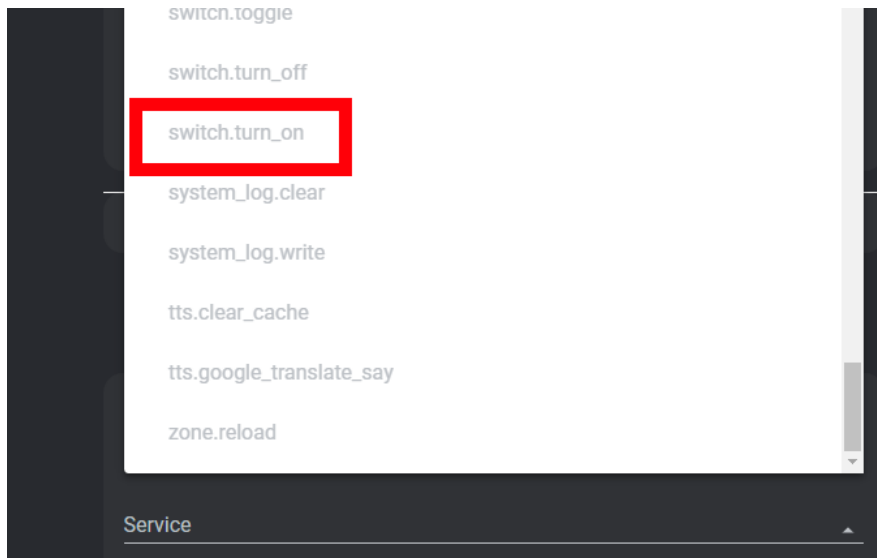
After selecting you Sonoff POW you must set the *state* to *on*. Just type *on* in the field.

The screenshot shows the 'Conditions' section with the 'State' condition type selected. The 'Entity' field is set to 'switch.sonoff_1000e943f5'. The 'State' field is set to 'on', which is highlighted with a red box. An 'ADD CONDITION' button is visible at the bottom right.

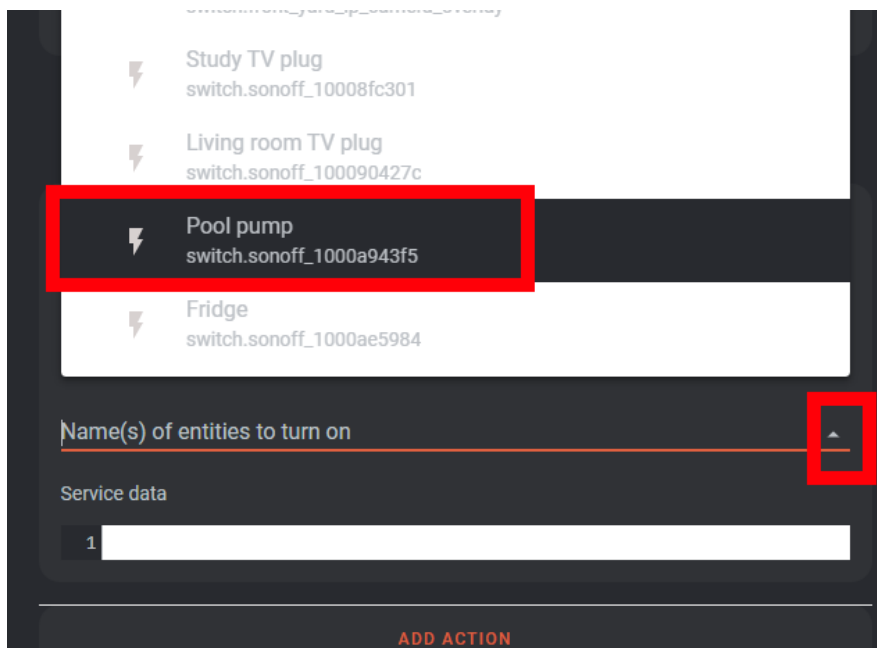
Next we must specify the action to perform. Choose *Call Service* for the *Action type*.



For the *Service* we will choose *switch.turn_on*



We must select the Sonoff POW for the entity we want to turn on



All done! Now just *save* the automation by clicking on the save icon


Service
switch.turn_on ✕ ▾

Name(s) of entities to turn on
switch.sonoff_1000a943f5 ✕ ▾

Service data

1

ADD ACTION

A yellow circular icon with a white floppy disk symbol, representing a save function. It is enclosed in a red square border.