Hunter Douglas PowerView Hub Gen 2

Overview

The Hunter Douglas PowerView driver brings seamless control to your Hunter Douglas PowerView Gen 2 Hub. You will have full control of shades, multi-position shades, louvers, scenes, and scene collections. This driver uses Control4's SDDP protocol for an even simpler installation experience.

Note: The distance at which your PowerView Hub and PowerView Repeaters may operate vary widely based upon the floorplan and building materials of your structure, and as such there is no official transmission distance. If shades are not receiving commands, consider adding additional PowerView Hubs and/or Repeaters.

Installation

1) Ensure that all shades work flawlessly through the PowerView iOS/Android app before proceeding.

2) Install all driver c4z files in your Control4 drivers folder.

3) Since this driver uses the SDDP protocol, navigate to the Discovered tab within composer. Double-click on the PowerView hub in the discovered tab.

Note: SDDP only works with Gen 2 PowerView Hub

You may choose to enter the IP address instead of SDDP. If you do this, please ensure that you have a static DHCP reservation set for that IP address.

You may also use the left button on the back of the PowerView Hub to identify via the network connections tab.

4) Your PowerView hub will automatically load into the room of your choice, as well as populate all the correct shade bindings & scene bindings. The amount of shade and scenes found will be displayed under the "Driver Status" property field.

6) You must enter the maximum time it takes any shade in your system to complete a movement. The easiest way to accomplish this is to find the shade that travels the farthest distance during its movement, and time how long it takes.

7) Navigate to the driver search tab, add one shade/scene per shade or scene that is in your project. Add all of them at once and follow these steps, it will save you a lot of time.

8) Now that you have your shade info loaded, navigate to the connections tab for your PowerView Hub. You will see all your available bindings, bind your scenes/shades to the appropriate scenes and shades.

9) Refer to shade/scene documentation.

DriverCentral

Step-by-step tutorial available at cloud.drivercentral.io

1) Create your project in the DriverCentral.io project portal. This will generate your project token.

2) Download and load the DriverCentral.io cloud driver into your project, you only need one per a project.

3) Use your project token that you have from step one and input it into the "Project Token" properties field within the cloud driver in your Control4 project.

4) Once you have your project connected with DriverCentral.io your driver will be automatically licensed and auto update will be active.

To enable automatic updates for this driver, ensure you have connected your DriverCentral.io cloud driver and the Automatic Updates property field is set to "On".

Properties

• **Cloud Status** - This is the current status of your cloud driver connectivity.

• **Driver Status** – Displays the current status of your driver.

• **Driver Version** - This is the current version of your driver.

• **Hub Name** – PowerView hub display name.

• **Hub Version** – PowerView hub firmware version

• **Driver Actions** – Selectable field that allows you to perform actions on the driver.

> 1) Scan Hub – Scans the hub for install info/shade info.

> 2) Reset Bindings – Resets your hub in the project to default settings.

> 3) Toggle Advanced Settings – Displays settings for fine tuning of driver.

• **Max Movement Time** – Maximum time (seconds) it takes any shade in your project to complete a movement.

• **Automatic Updates** – Turn automatic updates on or off for this driver.

• **Debug Mode** – Display debug information.

Advanced Settings:

These settings are available for unique cases where the default settings do not perform. Please read the description for each setting, and adjust accordingly.

Hub Update Delay - Delay in ms before updating shade positions after a change is detected. The higher the number of shades in the project, the larger this value will need to be. If shade positions are not updating properly in Control4 after a shade movement, increase this value.

Proxy Update Delay - Delay in (ms) between each subsequent update sent to the UI. This should only be increased if you have a large amount of shades in the project.

Send Delay - Delay (ms) between commands sent to hub. This should only be increased if you experience motors missing commands when you are moving multiple shades at once.

Version Changelog

Available at www.drivercentral.io

Warranty

Cinegration strives to provide fully working drivers without defects.   However, changes and bugs may be found.   Because of this, any bug/maintenance update to this driver will be free of charge.   However, due to the ever changing nature of computer and audio/video systems, if a new version of the Control4® software creates issues with this driver, or feature enhancements, an upgrade version will be provided.