Cinegration Development
www.cinegration.com
www.drivercentral.io

Hunter Douglas PowerView Shade

Overview

The Hunter Douglas PowerView Shade driver brings seamless control to your Hunter Douglas PowerView Shades. You will have full control of shades, multi-position shades, louvers, scenes, and scene collections. Note: Shade stop command is not currently supported and will be included in a future update.

Installation

1) Ensure you complete all steps within the PowerView Hub documentation.

2) If your shade has a single movement, you are ready to use your PowerView shades. If you have a shade that has multiple movements, such as a louver/vane, blackout, or top-down/bottom-up. Please follow the corresponding section below.

3) Add additional PowerView shade driver for each additional movement. For example, if you have just a blackout shade movement to add, you would add one additional PowerView shade driver.

4) Follow the corresponding section for your additional movement that you would like to add below. i.e. if you are adding a louver/vane movement, follow the louver/vane section below.

Louver/Vane

1) Ensure that you have added an additional PowerView shade for the movement that you are adding.

2) Bind the the PowerView Vane/Louver connection on your newly added shade to the shade that you want to add the louver movement to.

3) For shades that you have made a Louver/Vane binding, you have two options of displaying within your Control4's navigator and app. You can have separate

icons for the louver and main shade movement, or you can combine them into one icon. If you have shade's with (3) different movements such as a Main Shade, Louver, and Blackout Shade. You can combine the louver and main shade, but not the blackout shade. Follow the next step to combine the Louver/Vane and Main Shade.

4) Navigate to the main shade that has the alternate louver movement. Ensure that you have bound the "PowerView Vane/Louver" connection. You will then proceed to bind the connection titled "BLIND_SECONDARY_CONTROL".

5) Now that you have bound your connections, If you have any combined shades with Louver movements be sure to hide the louver shade from navigator. You don't need it to show within navigator since you will have access to it on the main shade's navigator icon. Refresh navigators when done.

6) Some PowerView Vane/Louver movements (models below) can rotate more than 90 degrees, if your shade offers 180 degrees of movement. Select "180" from the "Degrees of Movement" driver property.

Luminette® Privacy Sheers, Parkland® Wood Blinds, Everwood® Wood Blinds, Modern Precious Metals® Aluminum Blinds.

Note: In OS 2.10 and below there is a bug within Control4 on Android devices/T3 Touchscreens. Hiding the louver shade on navigator will cause the louver to disappear from the main shade.

Apple iOS devices do not experience this bug, we are working with Control4 to get this fixed.

Blackout Shade

1) Ensure that you have added an additional PowerView shade for the movement that you are adding.

2) On the primary shade, bind the PowerView Secondary Movement to the additional shade that you just added to the project.

3) Add the corresponding shade movement to the room and refresh navigators.

Top-Down/Bottom-Up Shade

Note: Control4 does not officially support a way to control shades that can move their upper and lower positions, and as such we are using a workaround. You may prefer to just use scenes in the case of these shade types.

1) Ensure that you have added an additional PowerView shade for the movement that you are adding.

2) On the primary shade, bind the PowerView Secondary Top-Down/Bottom-Up Movement to the additional shade that you just added to the project.

3) If the movement type within navigator is displayed wrong, select the appropriate movement type within composer.

4) Refresh Navigator.

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.

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

1) Open Shade – Open the shade.

2) Close Shade – Close the shade.

3) Reverse Shade Direction – This will reverse the open/close director of the shade.

4) Refresh Shade Status and Update Battery Level – Returns the status of the shade and performs a call to the shade to retrieve the battery level.

• **Auto Rename** – Auto rename shade/scene names from PowerView app.

• **Battery Level** – Displays the current battery status for the shade.

• **Firmware Version** – Displays the current firmware version of the shade motor.

• **Current Position** – Displays the current position of the shade, 100% is open.

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

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.