

MechoShade MNI Control4 Driver

Overview

The MechoShade MNI driver brings a seamless way to control your MechoSystems shade products. This driver was developed for Control4 OS2.9 onwards.

Auto Update

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

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".

Installation

- 1)** Ensure you have properly wired your MechoShade hardware interface, please refer to included wiring pdf file to ensure proper termination.
- 2)** Ensure you have installed the DriverCentral.io cloud driver and properly connected your project. Refer to DriverCentral section in this guide for a how to.
- 3)** Load MechoShade MNI Bridge driver into your Control4 project.
- 4)** Navigate to the composer connections tab and make the appropriate serial connection with your MNI Bridge.
- 5)** Load MNI Shade driver into your Control4 project. You will load one MNI Shade driver for each shade motor that you have installed.
- 6)** Enter the appropriate, Shade Address (Node), Group Address, and Zone Address into the property fields. Ensure that you hit enter, followed by the "set" button once you change the property fields.
- 7)** Ensure that you are selecting a Zone,Group,(Shade/Node) Address that only has one motor assigned to it. To take advantage of Control4's flexibility and individual shade control.
- 8)** Navigate to the "Driver Actions" tab in properties and select "Calibrate Shade". This

will start the auto calibration process. It will find the upper and lower limits, as well as presets 1, 2, and 3.

Note: Calibration will only work for Zone, Group, Node (ZGN) addresses that only have one shade installed. We urge you to enroll the shades separately to take advantage of individual shade control.

8b) You may also manually set the calibration limits by selecting “Show Advanced and Manual Calibration Settings” from the driver actions tab.

8c) If you have issues with commands to particular shades, they may be an older model that doesn't except the new set of commands, Select “Show Advanced and Manual Calibration Settings” from driver actions. You will then select “Legacy” from the “Operation Mode” property field.

9) Your shade should now be installed and calibrated. Enjoy.

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.

Properties

- **Driver Version** - This is the current version of your driver.
- **Driver Information** - Shade information will prompt you if you have missed any of the steps involved with setup off the driver.
- **Driver Actions** - This tab will give you selections for a range of different settings to customize your individual shades. Such as reversing the shade direction, and sending the stop command at the end of the movement.
- **Shade Address (Node)** - This is the address of your individual shade (node). please ensure you have assigned the node address correctly within the MechoSystems configuration program.

- **Group Address** - This is the group address of your motor, please ensure you have assigned the group address correctly within the MechoSystems configuration program.
- **Zone Address** - This is the zone address of your motor, please ensure you have assigned the zone address correctly within the MechoSystems configuration program.

Programming Commands

Programming commands are commands that are found in the programming tab within composer. These can be useful tools for setting up custom macros for your device.

MNI Bridge Driver

- **Open All Shades** - This is a quick action to open all of the shade that are enrolled in your project.
- **Close All Shades** - This is a quick action to close all of the shades that are enrolled in your project.

MNI Shade Driver

- **Shade Preset 1** - This will move the selected shade to its programmed preset#1.
- **Shade Preset 2** - This will move the selected shade to its programmed preset#2.
- **Shade Preset 3** - This will move the selected shade to its programmed preset#3.

Change Log

Version 1002 - Release

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.