oelo

Oelo Lighting Zone

Compatible Control4 Systems:

Designed to work with Control4 2.10.x, Control4 3.x.

Compatible Hardware:

Oelo Lighting Lighting

Documentation, Driver Download & Change Log:

https://drivercentral.io/platforms/control4-drivers/lighting/oelo-lights/

Installation/Integration Support

Please contact manufacture directly: Oelo Lighting Manuals

Content

Overview

Oelo brings your outdoor style to light with permanent structural lighting for your home or business. Practically invisible by day, Oelo's permanent lights blend in with the building's fascia for a seamless look, while Oelo's color-changing LED lights are uniquely expressive by night. Now you can easily manage Oelo Lights with your Control4 system with this Cindev created driver!

Setup

- Set up lighting zones prior to installation of the driver using the native application
- Install the controller driver
- Enter the IP Address of the Oelo Controller in the Oelo Controller driver in the "IP Address" Property
- Verify that the driver property *Connection* is showing *Online* and that the *ChipID* and *Firmware Version* properties are populated
- Install a zone driver for each zone found in the controller
- Bind each zone driver to the zones listed under the controller's Connections
- Verify that the *Zone Name* property in the zone driver populates with the correct zone name
- Select the Extras View to be used by the zone (see *Extras View* documentation of the zone driver)

- Set up programming as needed

Properties

- *Driver Status:* Displays driver related information
- *Driver Version:* Displays driver version
- *Debug Mode:* Displays additional information on the lua tab for debugging purposes

Oelo Zone Settings

- *Zone Name:* Displays the name of the connected zone
- *Selected Pattern:* Displays the selected pattern on the zone
- *Extras View:* Select the lighting extras interface to use. See section below for more details.

Extras View

The driver comes with two separate lighting extras interfaces. They both have serve the same function though the experience differs a bit.

- *Folder:* Pattern selection is broken down by folders that contain respective patterns

OELO ZONE: ZONE 1

Selected Pattern
Fourth of July: Founders Endurance

Valentines
(Select Pattern) ›

Pride
(Select Pattern) ›

Christmas
(Select Pattern) ›

St. Patricks Day
(Select Pattern) ›

New Years
(Select Pattern) ›

American Liberty
(Select Pattern) ›

Presidents Day
(Select Pattern) ›

Memorial Day
(Select Pattern) ›

Fourth of July ›

(Select Pattern)

Election Day
(Select Pattern) ›

Labor Day
(Select Pattern) ›

- *Select:* Pattern selection is done in a single field that contains all patterns

OELO ZONE: GARAGE

Selected Pattern
Christmas: Candy Cane Lane ›

American Liberty: Standing with Red W

Presidents Day: The Presidents March

Presidents Day: Flight Of The President

Memorial Day: In Honor Of Service

Memorial Day: Unity Of Service

Fourth of July: Founders Endurance ✓

Fourth of July: Fast Fireworks

Election Day: A More Perfect Union

Election Day: We The People

Labor Day: Continued Progress

Connections

- *OELOZONE:_* Connects to the Oelo controller driver

Events

- *Pattern Selected:* When the pattern is selected

Actions

- *Set Pattern:* Create a custom pattern to display on the zone's lights

- *Select Pattern:* Select one of the preset patterns

  - *Pattern Type:* Select the pattern type you are creating. Custom is a static pattern. If selecting 'off' use '0' in the other fields where possible
  - *Number of Colors:* The number of colors to be used for the pattern
  - *Colors:* The number of colors to be used for the pattern. Enter the RGB value of each color, with each value seperated by a coma and no spaces. For example: 255,0,0,0,255,0 would display two colors => red and green (assuming you selected "2" for number of colors)
  - *Direction:* The way in which the lights move. Forward or reverse
  - *Speed:* How fast the pattern will run with 1 being slow and 20 being fast
  - *Gap:* The gap in the pattern. For example, if you did a march with 2 colors and 1 gap there would be a blank led after the two colors

- - *Other:* This is only used the Arcade and Shuffle pattern currently. It specifies the number of leds in the series
  - *Pause:* The pause between the pattern repeating

Variables

- *Selected*Pattern_ (STRING)
  - The current selected pattern as seen in the *Selected Pattern* driver property

Dealer Notes

- *Select Pattern, Set Pattern* commands will turn the lights to the *On* state, regardless of the current state
- "Color on Mode" allows you to change what color displays when you turn the lights back on. Presets are created in the Color Agent. It is reccommended to to keep it on "Previous" setting, as this will allow it to go back to previous patterns selected as well, while "Preset" only allows specific RGB colors to trigger when turning the lights back on

Warranty & Disclaimer

https://www.oelo.com/warranty/ See *What is the warranty?* section

Developer Information

brought to you by:
Cinegration Development, LLC

www.cindev.com
www.drivercentral.io/cinegration/

We are always looking to improve our drivers.
Please send your suggestions to: info@cindev.com