

# Pincode Protect V2

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## Introduction

**Pincode Protect V2** is the improved successor to *Pincode Protect V1* — a Control4 webview driver that puts a PIN in front of sensitive devices and actions in Navigator.

Beyond the PIN-and-popup workflow of V1, you can now link it to a door, garage door, gate, fireplace (among other proxy drivers) — hide the original driver from navigation — and block any action until someone enters a valid code.

Its internal tile icon can **follow a linked proxy driver icon**, including showing **live device state before the PIN is entered** when [Tile Preview](#) is on. Once unlocked, the user can **select that proxy directly** or open a **popup** with custom text, [real-time variables](#), and up to three programmable buttons.

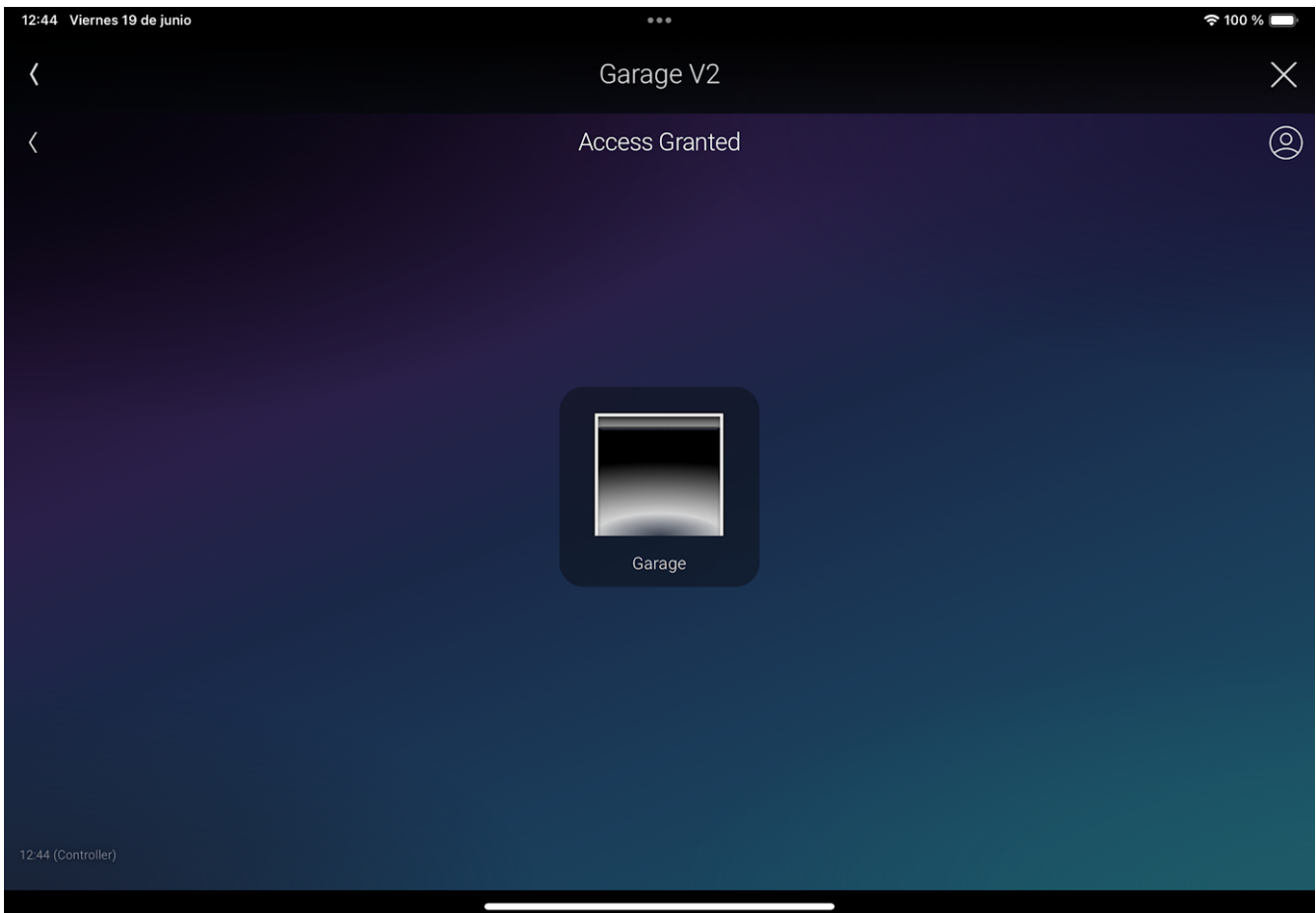
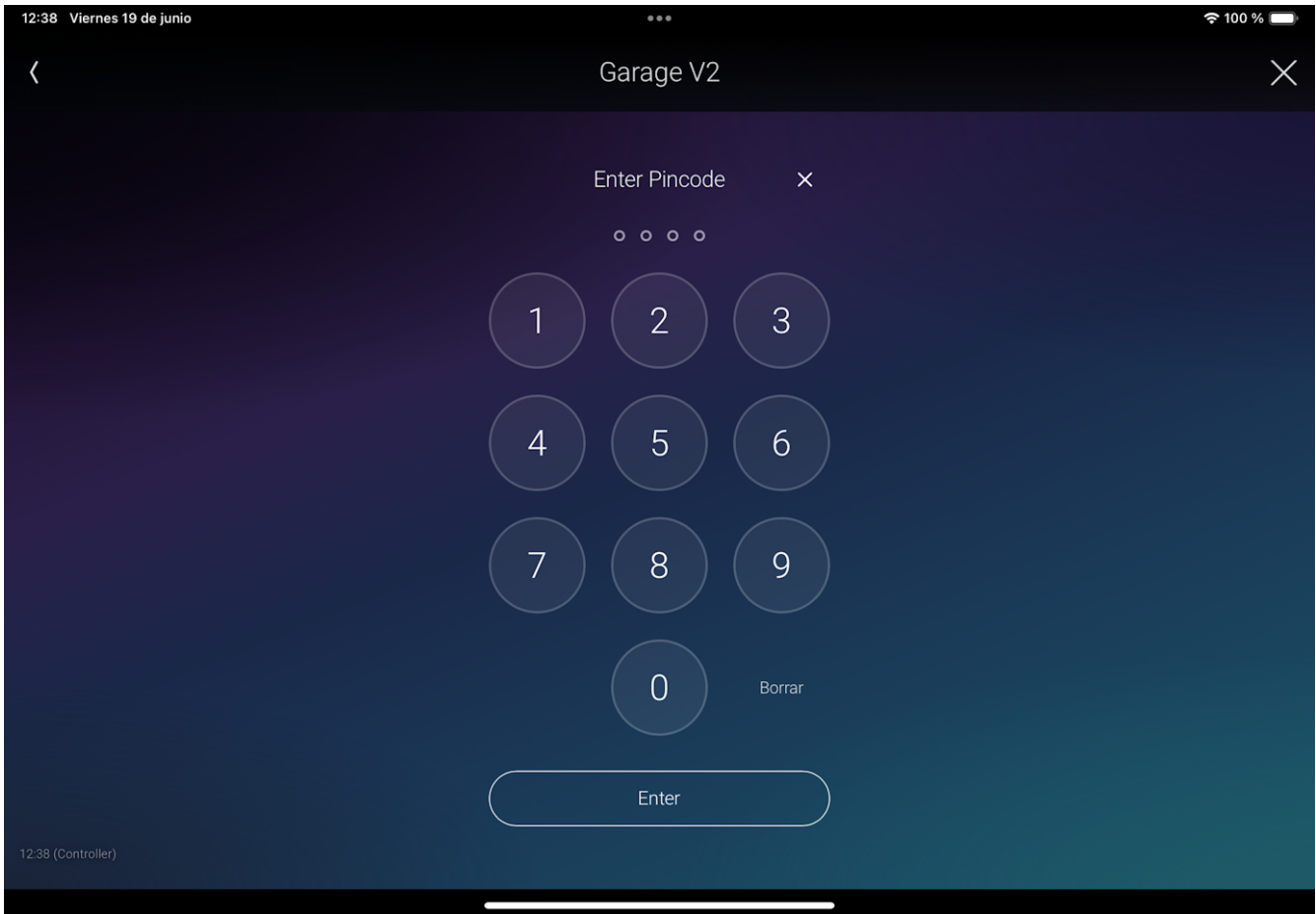
**Configuration Presets** cover the most common installs; use the [Custom preset](#) when the built-in presets do not fit the action or workflow you want to protect.

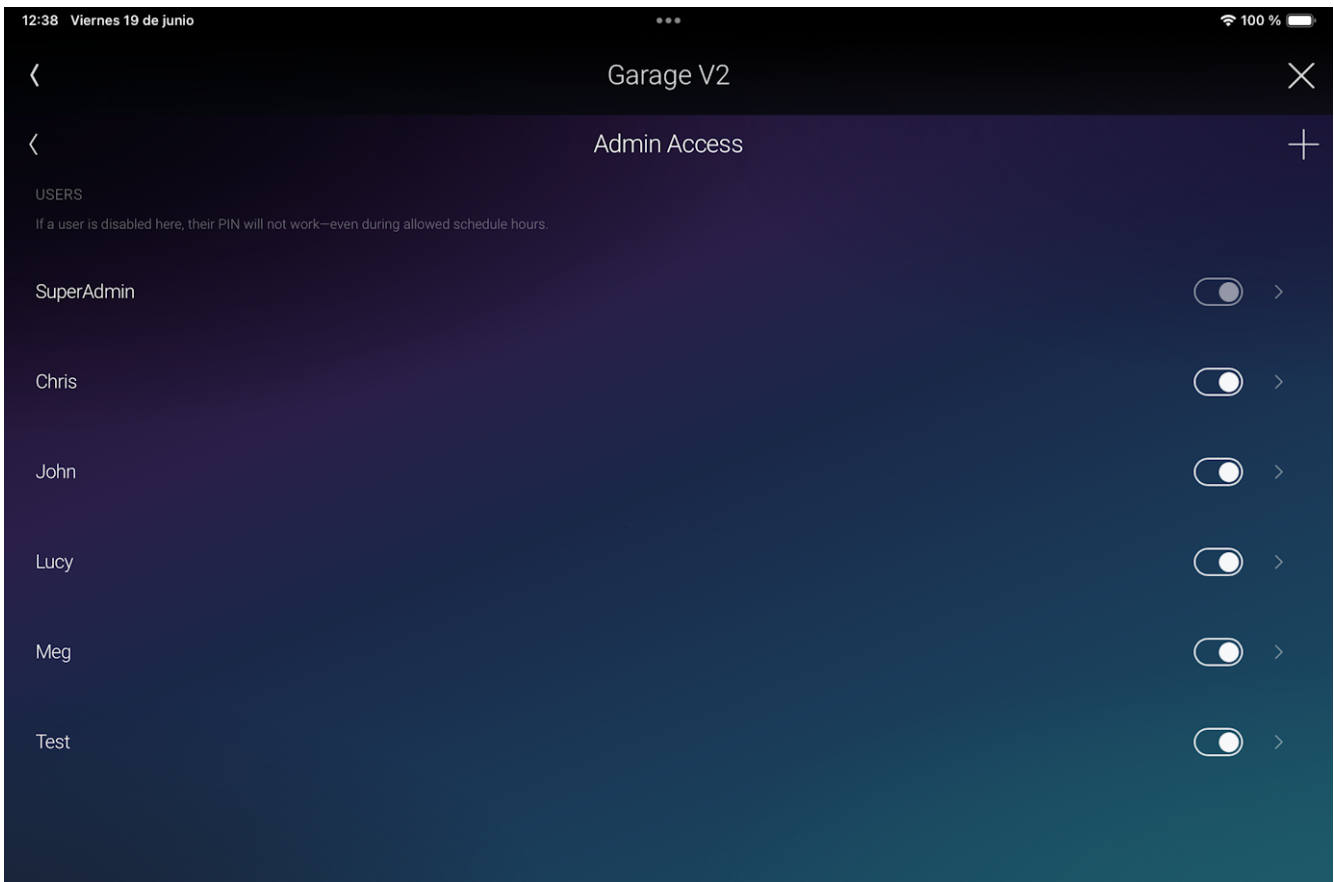
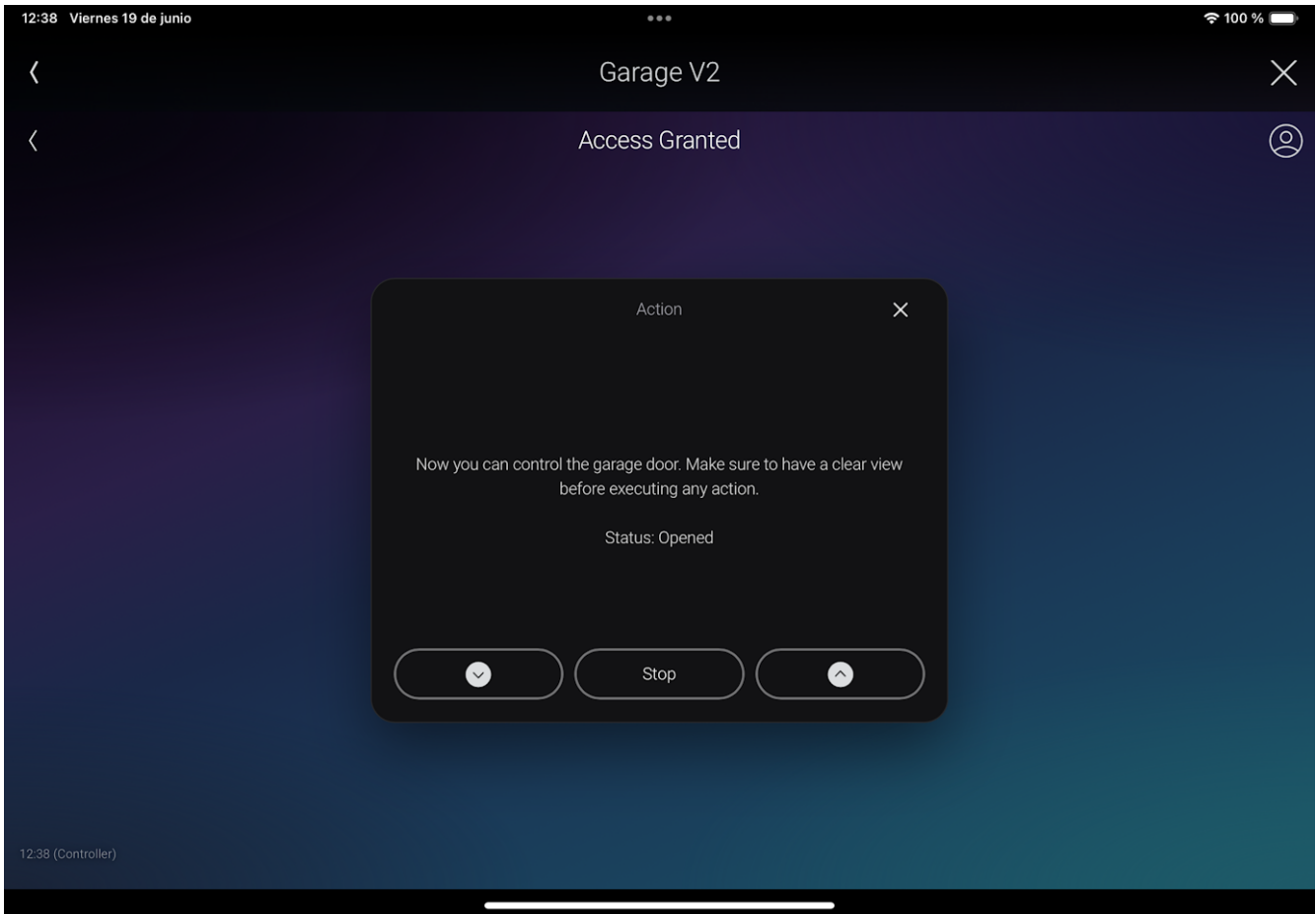
Two **experimental** presets add PIN-protected **show/hide** control in Navigator.

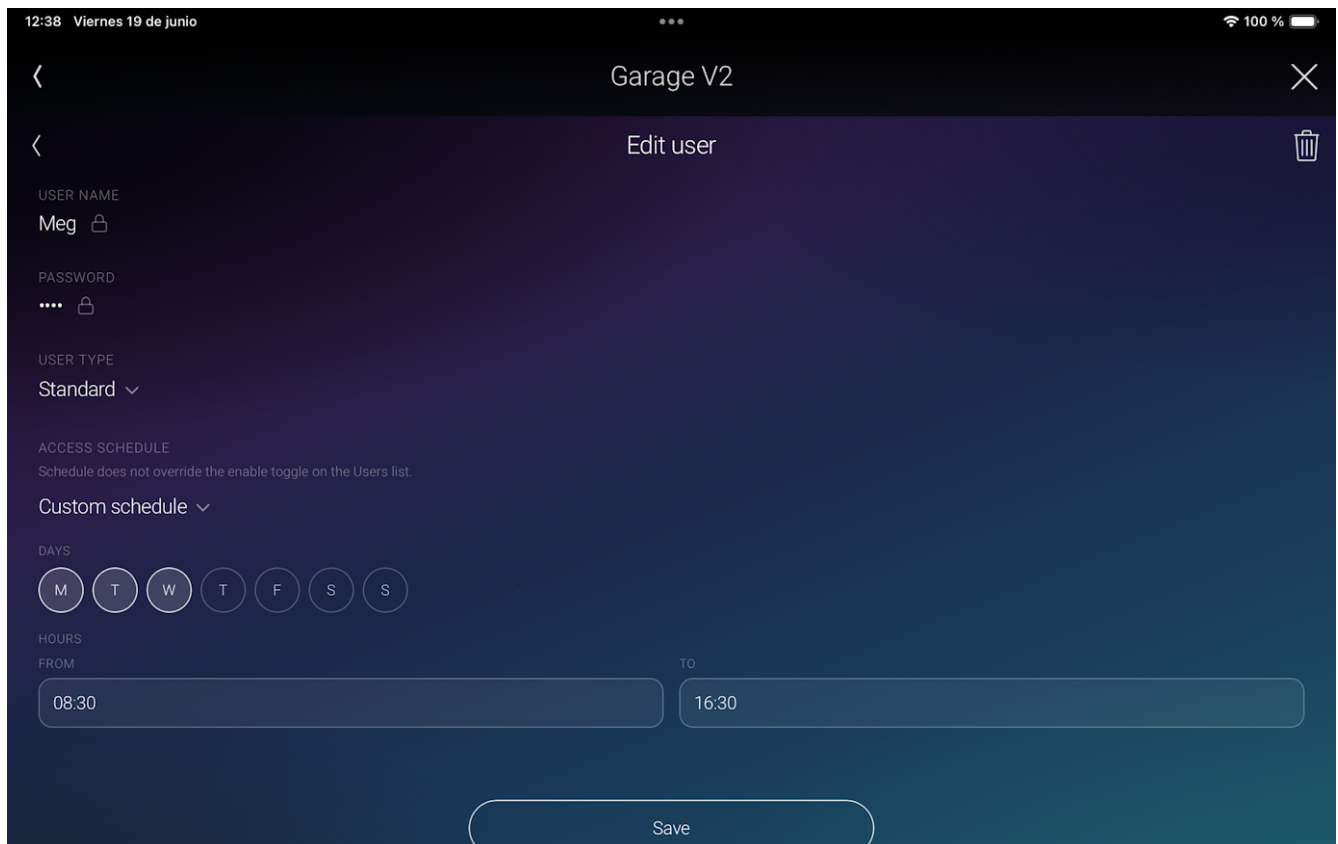
- With **Hide Cameras**, the installer selects which cameras and in which rooms they are managed; after a valid PIN, the user gets a popup with the current visibility status and **Hide / Show** buttons to control whether those cameras appear in Navigator.
- **Hide Room** works the same way for **rooms** — pick the rooms in Composer, then show or hide them from Navigator behind the PIN. The driver performs these actions directly; no Composer programming is needed for the Hide/Show buttons.

Pincode Protect V2 can sit **on top of** your existing Control4 drivers — it gates access; it does not replace them — and gives dealers faster setup while *letting end users manage access from the webview itself*.

You can also use Pincode Protect V2 without linking another driver: enter the PIN, then use programmed [popup buttons](#) to run any action in Composer — set a variable, reboot a PoE port, toggle a PDU outlet, and more.







## Current BUGs or Limitations

- None.

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## What's new in V2

### Tile and proxy integration

- For **Door**, **Garage Door**, **Gate**, and **Fireplace** presets, the internal **tile icon** can follow the linked proxy driver and show live device state before PIN entry when [Tile Preview](#) is enabled.
- [Tile Press Action](#) offers two behaviors after access is granted:
  - **Select Door/Garage Door/Gate/Fireplace Driver** — selects the linked proxy in Control4 (similar to tapping the unprotected driver).
  - [Popup Message](#) — V1-style screen with descriptive text, variables, and 1–3 buttons (text or icon) for Composer programming.
- [Tile Preview](#) — when enabled, the tile shows the proxy's current state **before** the PIN is entered (locked/preview). Tap the tile to open the pinpad and unlock full control.

### Configuration Presets

Presets speed up common setups: **Door**, **Garage Door**, **Gate**, **Fireplace**, [Hide Cameras](#), [Hide Room](#), and [Custom](#).

For Door, Garage, Gate, and Fireplace presets, the **driver UI icon** in Navigator can reflect the linked device's state even before the PIN is entered (open/closed, on/off, etc.), so users see status at a glance.

## Hide Cameras *(experimental)*

The installer selects cameras and the rooms where they are managed. After a valid PIN, the popup lists the selection and its current status (visible, hidden, or partial). Built-in **Hide** and **Show** buttons control whether those cameras appear in Navigator; Navigator refreshes automatically after a change.

## Hide Room *(experimental)*

The installer selects which rooms to manage. After a valid PIN, the popup shows those rooms and their visibility status. Built-in **Hide** and **Show** buttons control whether each room appears in Navigator — same PIN-gated workflow as Hide Cameras, applied to whole rooms.

## User management in the UI

|                        | V1                                | V2                                                 |
|------------------------|-----------------------------------|----------------------------------------------------|
| Super Admin (required) | Admin — password only in Composer | <b>Super Admin</b> — same rule, renamed            |
| Create users           | Composer only                     | <b>UI</b> (no Composer required)                   |
| User roles             | N/A                               | <b>Admin</b> or <b>Standard</b>                    |
| Admin users in UI      | Enable/disable only               | Full user list: create, enable/disable, delete     |
| Access windows         | Enable/disable only               | <b>Always</b> or <b>scheduled</b> (days and times) |
| Delete users           | Composer only                     | <b>UI</b>                                          |

An **Admin** user who enters the correct PIN can manage other users from the driver interface. **Standard** users can be enabled permanently (24/7) or only during configured schedules.

## Popup and buttons (unchanged concept)

- **Popup Message** supports [real-time variables](#) (as in V1).
- **1 to 3 buttons**, each text or icon.
- Button actions are still programmed in Composer.

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## Compatibility

- **T3/T4/T5 and mobile** (iOS/Android)
- **OS 3.4.3** (*lower OS 3.4 versions not tested but may work*)
- **4.2.0** (*lower OS 4 versions not tested but may work*)
- Latest OS version recommended for the best webview experience.

**Note:** Pincode Protect V2 is an **access-control layer**, not a standalone security system.

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## Definitions

**Webview:** The driver's HTML interface shown when you open Pincode Protect V2 in Navigator.

**Driver UI Icon:** The icon shown for this driver in the **room device list** in Navigator, before the webview opens. Set by the **UI Icon** property.

**Tile:** The chip shown **inside** the webview. The user taps it to open the pinpad (or to interact after unlock, depending on configuration).

**Tile Icon:** The image on the tile chip. Can follow a **linked proxy** (live state) or use a fixed image (**Tile Icon Source**).

**Tile Icon Text:** The label shown on the tile chip (e.g. "Door", "Garage", "Cameras").

**Pinpad:** The numeric keypad where the user enters a PIN.

**Popup / Popup Message:** The screen shown after a valid PIN when **Tile Press Action** is

**Popup Message:** custom text, optional variables, and up to three buttons.

**Linked proxy:** Another Control4 device bound to this driver (e.g. door, garage, gate, fireplace) whose icon or selection can be mirrored or triggered through Pincode Protect V2.

**Super Admin:** The required administrator account. Its PIN is set in Composer; it cannot be deleted.

**Configuration Preset:** A predefined setup (Door, Garage Door, Gate, Fireplace, Hide Cameras, Hide Room, Custom) that shows or hides relevant properties.

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## Quick Start

- [Door](#)
- [Garage Door](#)
- [Gate](#)
- [Fireplace](#)
- [Hide Cameras](#)
- [Hide Room](#)
- [Custom](#)

## Door Preset

Use **Door** to PIN-protect a compatible Control4 Door Relay driver.

### Before Configuring Pincode Protect V2

1. Add the compatible Control4 Door Relay driver (`door_relay_control.c4z`).
2. Configure and test the Door Relay driver until it works properly.
3. Hide the Door Relay driver from Navigator.

### Pincode Protect V2 Setup

1. Set **Configuration Preset** to **Door**.
2. In **Select Door Driver**, choose the Door Relay driver to protect.
3. Set **Tile Icon Text** if you want to rename the Navigator tile.

4. Set **Tile Preview**:
  - **Yes**: show the tile before PIN entry.
  - **No**: hide the tile until access is granted.
5. Set **Tile Press Action**:
  - **Select Proxy Device**: mimics pressing the original Door icon.
  - **Popup Message**: shows a configurable popup with up to 3 button actions. Use it if you want to have discrete control over the lock (lock, unlock, etc).
6. Change the **Super Admin** code. Additional users can be created later from the UI.
7. If using **Popup Message**, link the button events to the desired actions in Composer programming.
8. Make the Pincode Protect V2 driver visible in the desired room.
9. Refresh Navigator.

**NOTE:** If this preset does not fit what you need, use the [Custom preset](#) instead.

## Garage Door Preset

Use **Garage Door** to PIN-protect a compatible Control4 Garage Door Relay driver.

### Before Configuring Pincode Protect V2

1. Add the compatible Control4 Garage Door Relay driver (`garagedoor_relay_control1.c4z`).
2. Configure and test the Garage Door Relay driver until it works properly.
3. Hide the Garage Door Relay driver from Navigator.

### Pincode Protect V2 Setup

1. Set **Configuration Preset** to **Garage Door**.
2. In **Select Garage Door Driver**, choose the Garage Door Relay driver to protect.
3. Set **Tile Icon Text** if you want to rename the Navigator tile.
4. Set **Tile Preview**:
  - **Yes**: show the tile before PIN entry.
  - **No**: hide the tile until access is granted.
5. Set **Tile Press Action**:
  - **Select Proxy Device**: mimics pressing the original Garage Door icon.
  - **Popup Message**: shows a configurable popup with up to 3 button actions. Use it if you want to have discrete control over the garage door (open, close, stop, etc).
6. Change the **Super Admin** code. Additional users can be created later from the UI.
7. If using **Popup Message**, link the button events to the desired actions in Composer programming.
8. Make the Pincode Protect V2 driver visible in the desired room.
9. Refresh Navigator.

**NOTE:** If this preset does not fit what you need, use the [Custom preset](#) instead.

## Gate Preset

Use **Gate** to PIN-protect a compatible Control4 Gate Relay driver.

### Before Configuring Pincode Protect V2

1. Add the compatible Control4 Gate Relay driver (`gate_relay_control1.c4z`).
2. Configure and test the Gate Relay driver until it works properly.
3. Hide the Gate Relay driver from Navigator.

## Pincode Protect V2 Setup

1. Set **Configuration Preset** to **Gate**.
2. In **Select Gate Driver**, choose the Gate Relay driver to protect.
3. Set **Tile Icon Text** if you want to rename the Navigator tile.
4. Set **Tile Preview**:
  - **Yes**: show the tile before PIN entry.
  - **No**: hide the tile until access is granted.
5. Set **Tile Press Action**:
  - **Select Proxy Device**: mimics pressing the original Gate icon.
  - **Popup Message**: shows a configurable popup with up to 3 button actions. Use it if you want to have discrete control over the gate (open, close, stop, etc).
6. Change the **Super Admin** code. Additional users can be created later from the UI.
7. If using **Popup Message**, link the button events to the desired actions in Composer programming.
8. Make the Pincode Protect V2 driver visible in the desired room.
9. Refresh Navigator.

**NOTE:** If this preset does not fit what you need, use the [Custom preset](#) instead.

## Fireplace Preset

Use **Fireplace** to PIN-protect a compatible Control4 Fireplace driver.

### Before Configuring Pincode Protect V2

1. Add the compatible Control4 Fireplace driver (`timer_fireplace.c4z`).
2. Configure and test the Fireplace driver until it works properly.
3. Hide the Fireplace driver from Navigator.

## Pincode Protect V2 Setup

1. Set **Configuration Preset** to **Fireplace**.
2. In **Select Fireplace Driver**, choose the Fireplace driver to protect.
3. Set **Tile Icon Text** if you want to rename the Navigator tile.
4. Set **Tile Preview**:
  - **Yes**: show the tile before PIN entry.
  - **No**: hide the tile until access is granted.
5. Set **Tile Press Action**:
  - **Select Proxy Device**: mimics pressing the original Fireplace icon.
  - **Popup Message**: shows a configurable popup with up to 3 button actions. Use it if you want to have discrete control over the fireplace (on, off, etc).
6. Change the **Super Admin** code. Additional users can be created later from the UI.
7. If using **Popup Message**, link the button events to the desired actions in Composer programming.
8. Make the Pincode Protect V2 driver visible in the desired room.

9. Refresh Navigator.

**NOTE:** If this preset does not fit what you need, use the [Custom preset](#) instead.

## Hide Cameras Preset

Use **Hide Cameras** to PIN-protect showing or hiding selected cameras in selected rooms.

### Before Configuring Pincode Protect V2

1. Confirm the cameras are already installed and working.

### Pincode Protect V2 Setup

1. Set **Configuration Preset** to **Hide Cameras**.
2. In **Select Cameras**, choose the cameras to manage.
3. In **Select Cameras Rooms**, choose the rooms where those cameras will be shown or hidden.
4. Set **Tile Icon Text** if you want to rename the Navigator tile.
5. Change the **Super Admin** code. Additional users can be created later from the UI.
6. Make the Pincode Protect V2 driver visible in the desired room.
7. Refresh Navigator.

The Hide and Show actions are handled by the driver. No Composer programming is required for those buttons.

**NOTE:** This preset is experimental. Test it carefully before using it in a customer project.

## Hide Room Preset

Use **Hide Room** to PIN-protect showing or hiding selected rooms in Navigator.

### Pincode Protect V2 Setup

1. Set **Configuration Preset** to **Hide Room**.
2. In **Select Rooms**, choose the rooms to show or hide.
3. Set **Tile Icon Text** if you want to rename the Navigator tile.
4. Change the **Super Admin** code. Additional users can be created later from the UI.
5. Make the Pincode Protect V2 driver visible in the desired room.
6. Refresh Navigator.

The Hide and Show actions are handled by the driver. No Composer programming is required for those buttons.

**NOTE:** This preset is experimental. Test it carefully before using it in a customer project.

## Custom Preset

Use **Custom** when the other presets do not fit the action you want to protect.

### Pincode Protect V2 Setup

1. Set **Configuration Preset** to **Custom**.
2. Set **UI Icon** for the Pincode Protect V2 driver in the Navigator room list.

3. Set **Tile Icon Image** for the tile inside the webview.
4. Set **Tile Icon Text** if you want to rename the tile.
5. Set **Tile Preview**:
  - **Yes**: show the tile before PIN entry.
  - **No**: show the pinpad first.
6. Configure **Popup Message** and the popup buttons.
7. Change the **Super Admin** code. Additional users can be created later from the UI.
8. Link the [popup button events](#) to the desired actions in Composer programming.
9. Make the Pincode Protect V2 driver visible in the desired room.
10. Refresh Navigator.

Custom uses a fixed internal tile image.

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## Properties

### Cloud Status

Current status of the driver license.

### Automatic Updates

Enable driver automatic updates.

### MAC

MAC address of the director.

### Driver

Driver name.

### Driver Version

Current driver version.

### Driver Information

Displays the last status or diagnostic message from the driver .

### Debug Mode

When **On**, the driver writes detailed messages to the Composer **Lua Output** window. Useful for troubleshooting during installation.

### Configuration Preset

Selects a predefined setup. Available options: **—** (not configured), **Door**, **Garage Door**, **Gate**, **Fireplace**, **Hide Cameras**, **Hide Room**, and **Custom**. Changing the preset shows or hides related properties and applies suitable defaults.

### UI Icon

Chooses the **Driver UI Icon** shown in the room device list in Navigator (see [Definitions](#)).

### Select Door Driver

Selects the door relay driver to link when using the **Door** preset. The tile icon can follow this device's state. Typically hide the selected driver from navigation and control it through Pincode Protect V2.

## Select Garage Door Driver

Selects the garage door relay driver to link when using the **Garage Door** preset. Same workflow as **Select Door Driver**, for garage door controllers.

## Select Gate Driver

Selects the gate relay driver to link when using the **Gate** preset.

## Select Fireplace Driver

Selects the fireplace timer driver to link when using the **Fireplace** preset.

## Tile Icon Image

Chooses the fixed icon for the **tile** when **Tile Icon Source** is set to **Image**.

## Select Cameras

Selects which cameras are managed by the **Hide Cameras** preset. Multiple cameras can be selected.

## Select Cameras Rooms

Selects the rooms where those cameras appear in Navigator. Used together with **Select Cameras** — both must be configured for the Hide/Show actions to work.

## Select Rooms

Selects which rooms are managed by the **Hide Room** preset. Multiple rooms can be selected.

## Proxy Device

Selects a **uibutton** proxy device to link when **Tile Icon Source** is **Proxy Driver** in **Custom** setups. The tile icon can follow this device's state.

## Tile Preview

When **Yes**, the **tile** inside the webview shows the linked device's current icon and state **before** the PIN is entered (locked preview). Tap the tile to open the pinpad. When **No**, the pinpad is shown first.

## Tile Icon Text

The label shown on the **tile** chip inside the webview (for example "Door", "Garage", etc).

## Tile Press Action

Defines what happens after a valid PIN:

- **Select Proxy Device** — selects the linked proxy in Control4 (similar to tapping the unprotected driver).
- **Popup Message** — shows the **popup** with **Popup Message** text and configured buttons. Program button actions in Composer.

## Popup Message

The text shown in the **popup** after a valid PIN when **Tile Press Action** is **Popup Message**. Supports real-time variables (see [Real-Time Variables](#)). You can use `<br>` for a line break in the driver UI.

## Popup Button Quantity

Number of buttons on the popup: **1**, **2**, or **3**.

- **1** — center button only.
- **2** — left and right buttons.
- **3** — left, center, and right buttons.

## Popup Button Left Text or Icon

For the **left** popup button, choose **Text** or **Icon**. Shown when **Popup Button Quantity** is **2** or **3**.

### Popup Button Left Text

The label for the left button when **Popup Button Left Text or Icon** is **Text**. Variables are not supported here.

### Popup Button Left Icon

The icon for the left button when **Popup Button Left Text or Icon** is **Icon**. Choose from the driver's icon list (see [Button Icons](#)).

## Popup Button Center Text or Icon

For the **center** popup button, choose **Text** or **Icon**. Shown when **Popup Button Quantity** is **1** or **3**.

### Popup Button Center Text

The label for the center button when **Popup Button Center Text or Icon** is **Text**.

### Popup Button Center Icon

The icon for the center button when **Popup Button Center Text or Icon** is **Icon**. Choose from the driver's icon list (see [Button Icons](#)).

## Popup Button Right Text or Icon

For the **right** popup button, choose **Text** or **Icon**. Shown when **Popup Button Quantity** is **2** or **3**.

### Popup Button Right Text

The label for the right button when **Popup Button Right Text or Icon** is **Text**.

### Popup Button Right Icon

The icon for the right button when **Popup Button Right Text or Icon** is **Icon**. Choose from the driver's icon list (see [Button Icons](#)).

## Super Admin Pincode

The PIN for the **Super Admin** account. This user always exists, cannot be deleted, and is required for the driver to operate. Additional users can be created from the webview UI by an Admin user. Default is `1234` — change it during installation.

## History

When **On**, the driver records events to Control4 History (valid and invalid PIN entry, popup button presses, user enable/disable changes, and related actions). When **Off**, no history entries are created.

## History Level

The severity level for history entries: **Info**, **Warning**, or **Critical**. Default is **Warning**.

## History Category

The category label used for history entries. Default is **Pincode V2**.

## History Sub Category

Optional subcategory label for history entries. Leave blank if not needed.

## Variable Selector

Part of the **Variable Helper**. Use Composer's variable picker to select the variable you want. When selected, the driver fills in [Variable Info](#), [Variable Pattern](#), and [Other Device Variables](#) for that device.

## Variable Info

Shows the selected variable's **type** and **current value**. Read-only; use it to confirm you picked the right variable before copying [Variable Pattern](#) into [Popup Message](#).

## Other Device Variables

After a variable is selected, lists all variables on the **same device**, each with ID, name, and live value. Pick another entry here to switch variables without using the picker again.

## Variable Pattern

The pattern to copy into [Popup Message](#) (or other supported properties). Format: `{deviceID,variableID}` — for example `{215,1001}`. The driver replaces this pattern with the variable's live value in the UI.

## Console

Service property for advanced diagnostics. Leave blank during normal installation and operation.

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# Actions

## Print Users

It will print the users list on Lua Output.

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# Commands

## Enable/Disable User

This command allows you to trigger an enable/disable action to a user or a group of users. You must insert the name of the user respecting uppercase and lowercase, and separating with commas if more than one user.

## Enable/Disable ALL

Use this command to mass update the status of all the users.

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# Events

## Pincode events

These events are always available in Composer:

- **Correct Pincode Entered** — Fired when a valid, enabled user enters the correct PIN (and passes the access schedule, if configured).
- **Invalid Pincode Entered** — Fired when the PIN is wrong, when a **disabled** user enters their own code, or when a valid user is **outside their access schedule**.

## Popup button events

After you configure **Popup Button Quantity** and set each button's **Text** or **Icon**, the driver registers the matching events in Composer. Names include the button position and label, for example:

- 3 Popup Button Left Pressed 'Open'
- 4 Popup Button Center Pressed 'Stop'
- 5 Popup Button Right Pressed 'Close'

Which events appear depends on **Popup Button Quantity**:

**Hide Cameras** and **Hide Room** presets use the left and right buttons for Hide/Show in Navigator; those presses do **not** fire Composer events.

**NOTE:** If you change **Popup Button Quantity**, programming tied to removed button events is lost. For example, with 3 buttons programmed, switching to 1 button keeps only the center event; switching back to 3 does not restore left and right programming.

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# Driver Variables

- **LAST\_MENU\_SELECTED** — Last menu name that selected the driver.
  - **LAST\_ROOM\_SELECTED** — Last ID of the room that selected the driver.
  - **Last Unlocked By** — Last user who had access.
  - **Last Disabled User Code Entered** — Last user denied access because they are disabled or outside their access schedule.
-

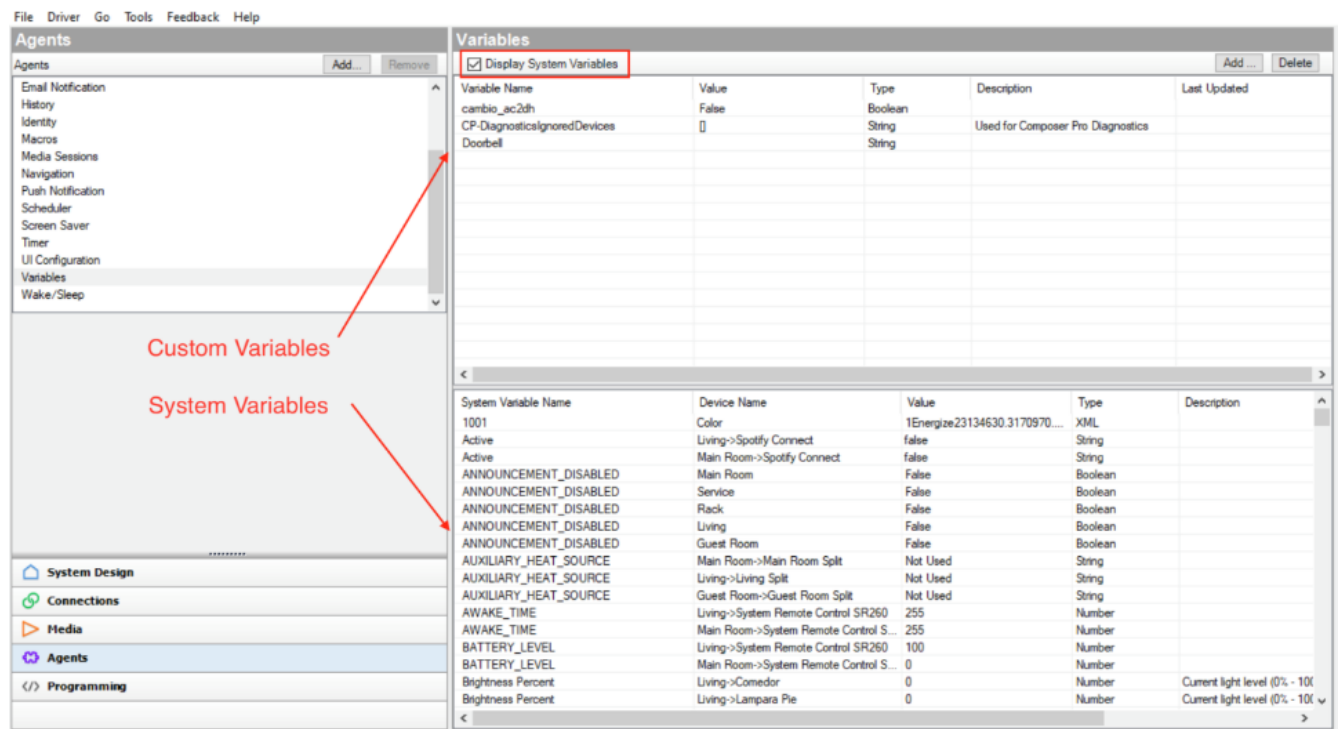
# Real-Time Variables

## About Real-Time Variables

Pincode Protect V2 can display live Control4 variable values inside the [Popup Message](#).

Control4 projects include two main types of variables:

- **Custom Variables:** variables created in the Variables Agent.
- **System Variables:** variables exposed by drivers or by the Control4 system.



The driver can subscribe to supported variables and update the popup message when their value changes.

Each variable is identified by two values:

- `deviceId`
- `variableID`

The variable pattern uses this format:

`{deviceId,variableID}`

For example:

`{215,1001}`

When this pattern is used in [Popup Message](#), the driver replaces it with the current live value of that variable.

## How To Get Real-Time Variables

You can usually find variable IDs in Composer by going to the **Variables Agent** and opening **System Variables**.

|                    |                    |          |         |  |
|--------------------|--------------------|----------|---------|--|
| LAST_MENU_SELECTED | Living->Disney +   |          | String  |  |
| LAST_ROOM_SELECTED | Living->Door       | 273      | Number  |  |
| STATE              | Living->Door       | Open     | String  |  |
| LAST_MENU_SELECTED | Living->Door       | security | String  |  |
| StateVerified      | Living->Doorbell   | True     | Boolean |  |
| ContactState       | Living->Doorbell   | False    | Boolean |  |
| ContactState       | Living->Doorbell 2 | False    | Boolean |  |

STATE  
 Device ID: 215  
 Variable ID: 1001

Pincode Protect V2 also includes a [Variable Helper](#) section to make this easier:

1. Use [Variable Selector](#) to choose a variable.
2. Confirm the selected variable in [Variable Info](#).
3. Copy the generated [Variable Pattern](#), for example `{215,1001}`.
4. Paste it into [Popup Message](#).
5. Use [Other Device Variables](#) if you want to switch to another variable from the same device.

The driver will replace the pattern with the live value in the UI.

## Limitations and considerations

### Platform and UI

- Layout and spacing can differ slightly between **T3**, **T4**, **T5**, and mobile clients.
- OS versions tested: **3.4.3** and **4.2.0**. Use the latest available OS for the best webview experience (see [Compatibility](#)).

### Security model

- Pincode Protect V2 is an **access-control layer** on top of existing Control4 drivers/programming. It is **not** a standalone security or alarm system.

### UI Icon

- The **Driver UI Icon** in the room list follows icon state for Door/Garage/Gate/Fireplace presets; **Custom** setups use the fixed **UI Icon** selection.

### Popup, variables, and programming

- Real-time variables are supported only in [Popup Message](#), using the `{deviceId,variableID}` pattern.
- **Popup button** labels and icons do **not** support variables.
- If you change **Popup Button Quantity**, programming tied to removed popup button events is lost (see [Popup button events](#)).

### Hide Cameras / Hide Room (*experimental*)

- These presets are **experimental**; behavior and UI may change in future releases.
- **Hide Cameras** requires both **Select Cameras** and **Select Cameras Rooms** to be configured.

- After Hide or Show, Navigator is refreshed automatically. Allow a few seconds for the change to appear, and avoid repeated Hide/Show in quick succession.

## Users and commands

- The **Enable/Disable User** command matches user names **exactly**, including uppercase and lowercase.
- 

## Best Practices

- The main purpose of this driver is to **block actions**, not to replace other driver's functionality. For example, if you want to block garage door actions, first configure a garage door driver properly (for example Control4 Relay Garage Door Controller), hide it from navigation, and then program the Pincode Protect V2 popup buttons to send the actions to the garage door driver as you wish.
  - This driver relies on webview support of Control4 systems. Like any webview driver, it involves Lua, JS, CSS, HTML, etc., so any change that Control4 makes could lead to the driver not working properly. Despite the purpose of adding access control, this is not a security driver per se. Test the driver as much as possible to make sure it fulfils your needs.
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## Button Icons



Add.svg



Arw Back.svg



Arw Dn.svg



Arw Fwrd.svg



Arw Rew.svg



Arw Skip.svg



Arw Up.svg



Back Large.svg



Carat Dn filled.svg



Carat Dn Inactive.svg



Carat Up Filled.svg



Carat Up.svg



Check.svg



Close.svg



Done.svg



Hotdog.svg



Lighting Experience Off.svg



Lighting Experience On.svg



Lock.svg



Power.svg



Pref Active.svg



Refresh.svg



Scene On.svg



Scene.svg



Settings.svg



Shield Cog.svg



Shield Unknown.svg



Tile Remove.svg



Unlock.svg



User.svg

## Warranty and Disclaimer

**Barbini.dev** provides drivers tested as much as possible. However, due to the highly variable system setups and the constant changing of electronic systems, updates and/or modifications may be required to fix bugs or improve driver functionality.

Many of our drivers interact with system APIs (like Control4 and/or any other 3rd party system). Therefore, if any API changes, the driver may stop functioning correctly.

**Barbini.dev** cannot guarantee long-term functionality of any driver developed that uses APIs.

**Barbini.dev** has the right to repair, provide updates, or discontinue a driver at any time.

These repairs or updates could be free or require additional expenses. Despite the above, our efforts will always be to maintain the drivers as long as possible and free of charge upgrades as much as possible.

# Trial and Showroom Licenses

All drivers have **20 days of trial**, allowing dealers to test the features of any driver in a customer project before purchasing it. The trial automatically begins when a driver is installed in a project.

We enable all Showroom licenses to have unlimited access to the drivers.

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## Support

**Developed by:** Barbini.dev - High Quality Automation

**Contact:** [barbini.dev@highqualityautomation.com](mailto:barbini.dev@highqualityautomation.com)

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## CHANGELOG

260803xx

- Initial Public release
- Added Internal History Record Events
- Added History view in UI for Admins
- Documentation improvement
- General improvements

26071701

- Removed proxy selection in Custom Preset because of the T4/T5 "?" problem.
- Documentation improvement
- General improvements

26062003

- Fixed UI in T4, where the images of Presets were displayed as ?
- Fixed blink icon changes in some presets dark modes
- General improvements

26061909

- Fixed UI in T4, where the layout was broken

26061901

- Initial Beta release