

## **Overview**

Integrate ESPHome-based devices into Control4. ESPHome is an open-source system that transforms common microcontrollers, like ESP8266 and ESP32, into smart home devices through simple YAML configuration. ESPHome devices can be set up, monitored, and controlled using a web browser, Home Assistant, or other compatible platforms. This driver enables seamless monitoring and control of ESPHome devices directly from your Control4 system.

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## **System requirements**

Control4 OS 3.3+

## **Features**

- Local network communication requiring no cloud services
- Real-time updates from all supported entities exposed by the device
- Variable Programming Support

## Compatibility

## **Verified Devices**

This driver will generically work with any ESPHome device, but we have tested extensively with the following devices:

ratgdo

If you try this driver on a product listed above, and it works, let us know!

## **Supported ESPHome Entities**

Alarm Control Panel  API Noise  Binary Sensor  Bluetooth Proxy  Button  Climate  Cover  Datetime  X  Time  X  Camera  Event  Fan  Light  Lock  Media Player  Number  Select  Sensor  Siren  Switch  Text  Text Sensor  Update  X  API Noise  X  X  X  X  X  X  X  X  X  X  X  X  X	Entity Type	Supported
Binary Sensor  Bluetooth Proxy  Button  Climate  Cover  Datetime  X  Date  Time  X  Camera  Event  Fan  Light  Lock  Media Player  Number  Select  Sensor  Siren  Switch  Text  Text Sensor  Update  X  X  X  X  X  X  X  X  X  X  X  X  X	Alarm Control Panel	×
Bluetooth Proxy  Button  Climate  Cover  Datetime  X  Date  Time  X  Camera  Event  Fan  Light  Lock  Media Player  Number  Select  Sensor  Siren  Switch  Text  Text Sensor  Update  Valve	API Noise	×
Button  Climate  Cover  Datetime  X  Date  Time  X  Camera  Event  X  Fan  Light  Lock  Media Player  Number  Select  X  Sensor  Siren  X  Switch  Text  Text Sensor  Update  Valve	Binary Sensor	<b>~</b>
Climate  Cover  Datetime  X  Date  X  Time  X  Camera  Event  Fan  Light  Lock  Media Player  Number  Select  X  Sensor  Siren  X  Switch  Text  Text  Text  Valve  X   Cover  X  X  X  X  X  X  X  X  X  X  X  X  X	Bluetooth Proxy	×
Cover  Datetime  X  Date  X  Time  X  Camera  Event  Fan  Light  Lock  Media Player  Number  Select  X  Sensor  Siren  X  Switch  Text  Text  Valve  X  X  X  X  X  X  X  X  X  X  X  X  X	Button	<b>V</b>
Date    Time    Camera    Event    Fan    Light    Lock    Media Player    Number    Select    Sensor    Siren    Switch    Text    Text Sensor    Update    Valve     X    X    X    X    X    X    X	Climate	×
Time X Camera X Event X Fan X Light V Lock V Media Player X Number V Select X Sensor V Siren X Switch V Text C Text Sensor V Update X Valve X	Cover	<b>▼</b>
Time X Camera X Event X Fan X Light V Lock Media Player X Number Select X Sensor V Siren X Switch Text Text Sensor V Update X Valve X	Datetime	×
Camera  Event  X  Fan  Light  Lock  Media Player  Number  Select  X  Sensor  Siren  X  Switch  Text  Text Sensor  Update  Valve	Date	×
Event  Fan  Light  Lock  Media Player  Number  Select  Sensor  Siren  Switch  Text  Text  Text Sensor  Update  Valve	Time	×
Fan  Light  Lock  Media Player  Number  Select  Sensor  Siren  X  Switch  Text  Text  Text Sensor  Update  Valve	Camera	×
Light  Lock  Media Player  Number  Select  Sensor  Siren  Switch  Text  Text  Text Sensor  Update  Valve	Event	×
Lock  Media Player  Number  Select  Sensor  Siren  X  Switch  Text  Text  Text Sensor  Update  Valve	Fan	×
Media Player  Number  Select  Sensor  Siren  Switch  Text  Text  Text Sensor  Update  Valve	Light	<b>V</b>
Number  Select  Sensor  Siren  Switch  Text  Text  Text Sensor  Update  Valve	Lock	<b>~</b>
Select  Sensor  Siren  Switch  Text  Text  Text Sensor  Update  Valve	Media Player	×
Sensor  Siren  Switch  Text  Text  Update  Valve	Number	<b>▼</b>
Siren  Switch  Text  Text  Text Sensor  Update  Valve	Select	×
Switch  Text  Text  Text Sensor  Update  Valve	Sensor	<b>V</b>
Text   Text Sensor   Update   Valve	Siren	×
Text Sensor  Update  X  Valve	Switch	<b>▼</b>
Update X Valve	Text	<b>V</b>
Valve X	Text Sensor	<b>V</b>
	Update	×
Voice Assistant	Valve	×
	Voice Assistant	×

## **Installer Setup**

⚠ Only a **single** driver instance is required per ESPHome device. Multiple instance of this driver connected to the same device will have unexpected behavior. However, you can have multiple instances of this driver connected to **different** ESPHome devices.

## **DriverCentral Cloud Setup**

If you already have the DriverCentral Cloud driver installed in your project you can continue to Driver Installation.

This driver relies on the DriverCentral Cloud driver to manage licensing and automatic updates. If you are new to using DriverCentral you can refer to their Cloud Driver documentation for setting it up.

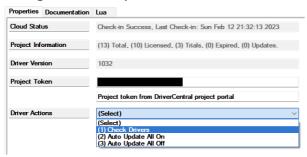
## **Driver Installation**

Driver installation and setup are similar to most other ip-based drivers. Below is an outline of the basic steps for your convenience.

- 1. Download the latest control4-esphome.zip from DriverCentral.
- 2. Extract and install the esphome.c4z, esphome\_light.c4z, and esphome\_lock.c4z drivers.
- 3. Use the "Search" tab to find the "ESPHome" driver and add it to your project.
  - ⚠ A **single** driver instance is required per ESPHome device.



- 4. Select the newly added driver in the "System Design" tab. You will notice that the Cloud Status reflects the license state. If you have purchased a license it will show License Activated, otherwise Trial Running and remaining trial duration.
- 5. You can refresh license status by selecting the "DriverCentral Cloud" driver in the "System Design" tab and perform the "Check Drivers" action.



- 6. Configure the Device Settings with the connection information.
- 7. After a few moments the <u>Driver Status</u> will display <u>Connected</u>. If the driver fails to connect, set the <u>Log Mode</u> property to <u>Print</u> and re-set the <u>IP Adress</u> field to reconnect. Then check the lua output window for more information.
- 8. Once connected, the driver will automatically create variables and connections for each supported entity type.
- 9. To control lights and/or locks, use the "Search" tab to find the "ESPHome Light" and/or "ESPHome Lock" driver. Add one driver instance for each exposed light or lock entity in your project. In the "Connections" tab, select the "ESPHome" driver and bind the light or lock entities to the newly added drivers.

## **Driver Setup**

## **Driver Properties**

## **Cloud Settings**

#### **Cloud Status**

Displays the DriverCentral cloud license status.

#### **Automatic Updates**

Turns on/off the DriverCentral cloud automatic updates.

## **Driver Settings**

### **Driver Status (read-only)**

Displays the current status of the driver.

### **Driver Version (read-only)**

Displays the current version of the driver.

### Log Level [ Fatal | Error | Warning | Info | Debug | Trace | Ultra ]

Sets the logging level. Default is Info.

### Log Mode [ Off | Print | Log | Print and Log ]

Sets the logging mode. Default is 0ff.

### **Device Settings**

#### **IP Address**

Sets the device IP address (e.g. 192.168.1.30). Domain names are allowed as long as they can be resolved to an accessible IP address by the controller. HTTPS is not supported.

⚠ If you are using an IP address, you should ensure it will not change by assigning a static IP or creating a DHCP reservation.

#### **Port**

Sets the device port. The default port for ESPHome devices is 6053.

#### **Password**

Sets the device password. If the device does not have a password, leave this field blank.

#### **Device Info**

#### Name (read-only)

Displays the name of the connected ESPHome device.

#### Model (read-only)

Displays the model of the connected ESPHome device.

### Manufacturer (read-only)

Displays the manufacturer of the connected ESPHome device.

#### MAC Address (read-only)

Displays the MAC address of the connected ESPHome device.

### Firmware Version (read-only)

Displays the firmware version of the connected ESPHome device.

## **Driver Actions**

### **Reset Connections and Variables**

⚠ This will reset all connection bindings and delete any programming associated with the variables.

Reset the driver connections and variables. This is useful if you change the connected ESPHome device or there are stale connections or variables.

## **Developer Information**



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https://drivercentral.io/platforms/control4-drivers/utility/esphome

## **Support**

If you have any questions or issues integrating this driver with Control4 or ESPHome, you can contact us at driver-support@finitelabs.com or call/text us at +1 (949) 371-5805.

# Changelog

## v20250606 - 2025-06-06

## **Added**

• Initial Release