



KEYPAD RESPONSE

After you have issued an announcement or a notification with a question or a recommendation to the users, this driver enables them to respond *Yes* or *No*, for example, to the Control4 system using one, many or even all the keypads and Touchscreens available in the house. Control4 programming can then take appropriate actions. This is a new level of interaction between users and the intelligent house.

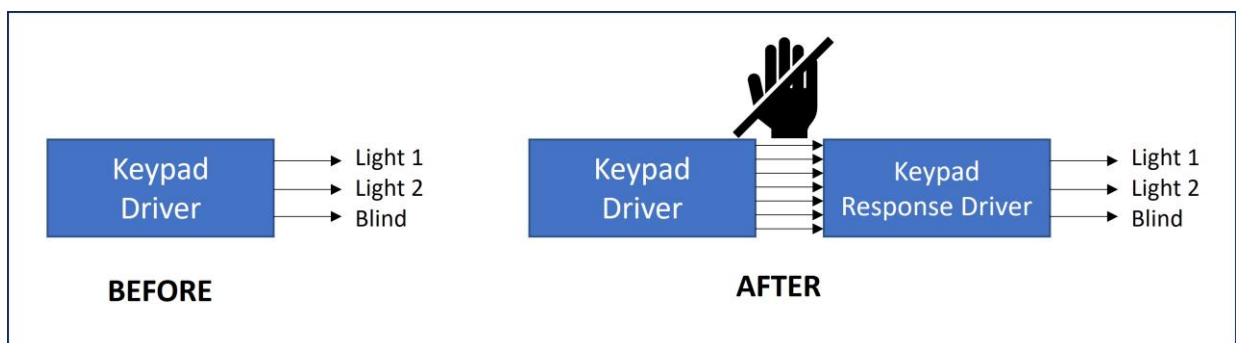
This driver allows you to put Configurable Keypads and Keypad Dimmers in a special (temporary) *Response Mode* via programming, where user responses such as *Yes* (**Green** LED) or *No* (**Red** LED) may be entered. A *Cancel* (**Blue** LED) option may be available, as well as up to three options (*A* – **Orange** LED, *B* – **Magenta** LED and *C* – **Cyan** LED) to allow the user to enter additional information in answering your question, if you wish.

As soon as a Response is entered (or a pre-defined timeout occurs), the keypads are reverted to their normal operation. *Response Mode* is easily triggered via a programming command *Start Response Mode* with options. The driver also offers Experience Buttons to allow the user to respond via a Touchscreen or even an App.

A use case would be to ask the users (via an Announcement) if they wish to leave the lights ON in the basement or the Garage door open, for example. After issuing the Announcement, you switch one or more keypads to *Response Mode* to allow the users to respond. A variety of Events and Variables are then used to take specific actions.

VERY IMPORTANT – READ THIS:

1. When this driver links with a keypad, it 'captures' the current (existing) keypad connections and moves them to its Passthrough connections. Should you wish to delete this driver from a project, it is important to restore the original connections to the keypad **before deleting the driver**. Use the Action *Restore Selected Keypad* or simply deselect the Control4 keypad in the property to do this.
2. Should additional connections be required (a new light, for example) after the driver has 'captured' a keypad, any new connections can be made to the driver's Passthrough bindings. It is important to leave ALL the physical keypad driver's connections to the Keypad Response driver as is.



INSTRUCTIONS

- Use the free trial period or activate the driver at any time by assigning to this project the license you purchased from the DriverCentral website (requires the DriverCentral cloud driver). You may use multiple copies of this driver in your project.
- Install one (and only one) copy of the Keypad Response Main driver in the project. This driver coordinates the messaging for all the other Keypad Response drivers. It also provides the programming command to *Start Response Mode* as well as the six Experience Buttons for this facility. You may install this driver in any room.
- Once the Main driver is installed, you need to have one Keypad Response driver for each keypad a user may want to use to answer an Announcement. This could possibly be ALL the keypads in the project. There are two ways to achieve this. The easier way is to use the Main driver's Action to *Add Response Drivers*. See the section on **AUTO ADDING RESPONSE DRIVERS** below. The other way is to manually add one Keypad Response driver for each such keypad and configure it (*Select a Control4 Keypad*). Make sure you read the **VERY IMPORTANT** notes above. If you deselect a keypad or select a different keypad in the driver's property, a previously selected keypad is automatically restored.
- You may wish to enable only specific keypads to answer specific prompts (such as the Bedroom Floor keypads, for example). Keypad Groups may be used for this purpose.
- The Main Keypad Response driver has additional options which apply to the whole project. Set them as appropriate. See the descriptions under Properties below.
- The Main Keypad Response driver also has six Experience Buttons which are available (*Yes, No, Cancel, A, B and C*). When in *Response Mode*, only the available buttons will show active. It is recommended that you make *Yes* and *No* visible in Navigator. *Cancel* and options *A, B* and *C* may be made visible if you wish to use them at any point.
- Normally, the individual Keypad Response drivers will locate the Main driver automatically. Should you notice that this is incorrect, an Action to *Refresh Main Response Driver* is available.
- Normally, details about the 'captured' keypad connections are not shown, but you may use the Action *Show/Hide Button Details* to show this.

PROPERTIES

- **Cloud Status** displays the status of the DriverCentral license or trial.
- **Automatic Updates** may be set to yes to allow for DriverCentral updates.
- **Driver Version** displays the version of this driver.
- **Driver Information** displays various status messages about the driver.
- **Debug Mode** turns Debug Mode Off or On (with output to the Lua Output window).

- **Debug Duration in Minutes** sets the duration of Debug On.
- **Select Control4 Keypad** allows you to select a keypad to be used. This driver inserts itself between the controlled keypad and the BUTTON_LINK loads it was connected to. The keypad is “released” and its original connections restored when you clear this property or when you select another keypad. Running the Action *Release Selected Keypad* has the same effect as clearing this property. Please note that if the Up/Down buttons have been specified as ‘Track Last Button’ on the physical keypad driver, they will not be linked nor processed by the Keypad Response driver. This is also true if a button of a Keypad Dimmer is set to control the Load (On, Off or Toggle).
- **Keypad Part of Group** allows you to specify if the connected keypad is part of a Group. The programming command to *Start Response Mode* may specify that only a specific keypad group would be activated. Conversely, you may set this property to 0 for a given keypad. It will then always start *Response Mode*, no matter which group is specified in the programming command.
- **Response Mode Timeout in Seconds (Main driver only)** specifies the default timeout to be used for *Response Mode*. However, the programming command to *Start Response Mode* may override this default timeout. The maximum default timeout is 600 seconds. Note that the maximum timeout you may specify on the Action/Command to Start Response Mode is 3600 seconds (one hour).
- **Availability of Cancel (Main driver only)** specifies if the *Cancel* facility is *Always* or *Never* available, no matter what the programming command *Start Response Mode* says, or if it is determined by a parameter in the programming command.
- **User Notifications (Main driver only)** specifies which notifications will be sent to targeted keypads. The main use for this property is to limit the number of Zigbee messages being sent to turn LEDs On and Off.
- **Notification Buttons (Main driver only)** specifies if all buttons of targeted keypads will be used for notifications or only the buttons used when responding (a minimum of 2 – Yes/No and up to 6 when Cancel and the ‘A’, ‘B’ and ‘C’ responses are made available to the user. During Response Mode, the unused buttons are always unavailable. The main use for this property is also to limit the number of Zigbee messages being sent to turn LEDs On and Off.
- **When Hitting Inactive Keys (Main driver only)** specifies what happens when the user hits an unused key (or Experience Button) while in *Response Mode*. The key (or button) press may simply be ignored, or it may immediately cancel *Response Mode* and trigger a specific Event.

INFORMATIONAL PROPERTIES

- **Keypad Status** displays the state of the driver’s connection with the keypad, including any issues.
- **Keypad Response Main Driver** specifies if a Keypad Response Main driver is installed (only one per Project). If this is incorrect, use the Action ‘*Refresh Main Response Driver*’.
- **Button Details** (used when details are hidden) gives instructions to unhide.
- **Button x Linked To** displays the device this keypad button is connected to. The real connection number is used. This was ‘captured’ from the real keypad and will be restored when another keypad is selected or this keypad is released.

- **Button x Current LED Colors and State** displays most recent LED colors and state sent to the button by its connected passthrough device.

HOW RESPONSE MODE WORKS

This discussion assumes that the specific keypad is properly selected by the driver. Normal operation (outside of *Response Mode*) will be transparent. Button presses are immediately forwarded to the connected devices and LED colors and states are immediately forwarded to the physical keypad.

Once *Response Mode* is started, the LEDs will clearly show this with a line of Yellow LEDs, followed by *Response Mode* colors – **Green**, **Red**, and optionally **Blue**, **Orange**, **Magenta** and **Cyan**, all depending on the options selected on the programming command to *Start Response Mode* and of course the number of available LEDs. While in *Response Mode*, key presses are not forwarded to connected devices. When *Response Mode* ends with the user pressing a valid key on ANY of the active keypads or Experience Buttons, feedback is sent to each active keypad, *Response Mode* is ended and each keypad then resumes its normal operation. If no valid keys are pressed during the Timeout period, *Response Mode* is ended as well.

At a minimum, the driver expects the user to answer *Yes* (top keypad button with the **Green** LED) or *No* (second keypad button with the **Red** LED). The programming command to *Start Response Mode* may also enable *Cancel* and this will be available on the third keypad button with the **Blue** LED. Some questions you want to ask users may require additional data. For this purpose, the programming command may also enable up to three option buttons: option *A* would be on the next button (fourth - or third when *Cancel* is not enabled - with the **Orange** LED), option *B* would be on the next button down, with the **Magenta** (or Purple) LED and option *C* would be on the next button down with the **Cyan** (or Turquoise) LED. On some keypads with Up/Down buttons, this may be the Up button.

IMPORTANT: If you plan to activate *Response Mode* on several keypads at the same time, the Zigbee network may be put under stress by the number of messages being sent to set the various LEDs. Two properties on the Main Keypad Response driver allow you to better control this: *User Notifications* and *Notification Buttons*. You may determine if the Start and/or Timeout sequences will be used at all, if notifications will be sent only to buttons actually used for responding and if the actual Response notification will be sent only to the keypad where the response was entered.

Best user notifications but most Zigbee messages:

User Notifications	All notifications (Start, Response, Timeout) on all targeted keypads
Notification Buttons	Full keypad

Minimal user notifications and least Zigbee messages:

User Notifications	No Start or Timeout swipes, Response notification on keypad used only
Notification Buttons	Targeted Response buttons only - other buttons inactive during Response mode

Variables and Events at the Main Keypad Response driver will provide a detailed view of what has happened and may be used to drive programming based on user responses.

AUTO ADDING KEYPAD RESPONSE DRIVERS

The Main Response driver can automatically add any or all of the Keypad Response drivers (one per keypad). You may select which keypads are to be targeted, where the newly installed drivers will be located and what name they will be given. The recommended steps are as follows:

1. The Main Keypad Response driver can handle a keypad of its own. You may select its Control4 Keypad at this time.
2. In the *Add Response Drivers* Action, select *Gather INFO, REPORT...* to give you a current relevant overview of the project. Note which keypads you would like to use for *Response Mode* (one Response Mode driver must be installed for each such keypad).
3. You would then usually select *Add ALL missing Response drivers*. Before hitting OK, make sure you select the desired keypads (or all of them) as well as the Room where the Keypad Response drivers will be installed. You may want to install them all in the same room or perhaps in the same room as the keypad they are each destined to control. The installed Keypad Response drivers will bear the name of their associated keypad with a default prefix of 'KR_'. You may select another prefix, but an underscore will always be added if your prefix does not contain one. Alternately, if your prefix starts with an underscore (such as '_KR'), it will become a suffix added instead at the end of the installed driver name.
4. As each Keypad Response driver is installed (and its selected Control4 Keypad is configured), you will see the progress. At the end, simply go back to the Keypad Response Main driver and run its Action *Print Messages from Add Resp. Drivers*. Review the messages carefully.
5. You may want to rerun *Gather INFO, REPORT...* at this time to make sure everything is set up properly.

SUPPORT

For support on this driver please go to [DriverCentral Support](#). Give a detailed description of the problem and include the version number of the driver as well as the Control4 OS version you are using.

AUTO UPDATE

This driver is updated with fixes and new features from time to time. To ensure your project uses the latest version, set the Automatic Updates property of the driver to On. The first step is to

CHANGELOG

10.0.0 May 22, 2026 Initial Release

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