

DTI AUTOMATION

HomeKit Bridge

for Control4

User Manual

Bring your Control4 devices into the Apple Home app, running on the Control4 controller itself. No extra hub, no Raspberry Pi, no server.

Driver version 81

DTI Automation Pvt. Ltd.

HomeKit Bridge — Control4 Driver

DTI Automation · HomeKit Bridge driver for Control4 · sold through DriverCentral and DTI Automation

Brings a Control4 project into the Apple Home app. The household adds this bridge once, with an eight-digit setup code, and the Control4 devices you pick in Composer appear in the Home app on their iPhone and iPad — ready for Siri, Home scenes and automations.

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What this driver is

A HomeKit bridge for Control4. The driver runs on the Control4 controller itself and presents the devices you choose in Composer to the Apple Home app, as one bridge the household adds once.

Everything runs on the Control4 controller. The household uses Apple's own Home app on their iPhone and iPad.

What it does

- **Lights, dimmers and outlets.** On and off, brightness, tunable white and full colour, each chosen from what the fixture reports. Loads that feed sockets appear as outlets.
- **Lighting scenes.** Advanced Lighting scenes appear as switches that run the scene, and that follow it when it runs from a keypad or Navigator.
- **Climate, shades and fans.** Thermostats with their own modes and setpoint ranges, shades and blinds with their position, fans with their speeds and direction.
- **Sensors.** Contact, motion, occupancy, leak, smoke, carbon monoxide, temperature and humidity — including readings bound through Composer connections, such as a temperature probe on a Control4 I/O extender.
- **Doorbells, garage doors, gates, doors, windows, locks and relays.** Each appears as its own kind of tile in the Home app and works with Siri.
- **Security system.** Each partition of a Control4 security system appears with Away and Off, plus Home and Night wherever the panel offers them.
- **Rooms as televisions or speaker zones.** A Control4 room appears as a television whose inputs are the room's activities. The Apple TV Remote in the iPhone's Control Center and the iPhone's volume buttons control the room.
- **Virtual switches and virtual buttons.** Eight of each are available, linking Home app automations and Control4 programming in both directions.
- **Keeps itself in step.** Devices picked, removed or renamed in Composer reach the Home app by themselves within a few seconds, with nothing to re-pair.

- **Reports what it knows.** **Status**, **Last Error** and **Devices Published** on the Properties tab say what the bridge is doing in plain sentences, with no logging switched on.
- **Several bridges in one project.** One copy per room, or one copy for the whole project. Copies work side by side with no extra setup.

Everything is chosen on the driver's Properties tab in Composer: you pick the devices, the bridge publishes them, and the Home app picks up every change within a few seconds.

Requirements

Control4

ITEM	REQUIREMENT
Controller OS	3.4.1 or later.
Network	Add the bridge from an iPhone or iPad on the same network as the Control4 controller.
Licence	A DriverCentral licence or a DTI Automation activation key. Both channels include a 30-day trial. See Licensing and support .
Internet	On a DTI purchase, the controller needs internet access to check the activation key and to start the trial. On a DriverCentral purchase, licensing runs through the DriverCentral Cloud driver in the project.

Apple Home

- An **iPhone or iPad** with Apple's **Home** app, signed in to the household's home. The bridge is added from there.
- A **home hub** (Apple TV or HomePod) set up in that home. Home app automations run on the home hub, including the ones the bridge's virtual switches and virtual buttons trigger.

Setting up the bridge

1. **Add the HomeKit Bridge driver** to the room it will serve. Unless you type a name into **Bridge Name**, the bridge is named after this room.
2. **Check the licence rows** at the top of the Properties tab. A DriverCentral install reads **Cloud Status**. A DTI install sets **Activation Method** to **DTI** and pastes the

key into **Activation Key**. See [Licensing and support](#).

3. **Leave Listen Port at 0** unless a router or firewall rule on site needs a fixed port.
4. **Name the bridge, if you want your own name**. Type it into **Bridge Name** before the household adds the bridge. The driver adds the bridge's four-character code in front and puts hyphens between the words.
5. **Pick the devices** in the Select properties further down the Properties tab — see [Choosing what appears in the Home app](#). Wait a few seconds and check that **Devices Published** shows the number you expect.
6. **Wait for Status** to read `ready on port ... with N device(s), setup code 1234-5678`.
7. **Add the bridge in the Home app** — see the next section.
8. **Record the Setup Code** for the handover. It stays the same across reboots, driver updates and **Reset Pairings**.

Adding the bridge to the Apple Home app

1. Wait until **Status** reads `ready ... setup code ...`.
2. On an iPhone or iPad on the same network as the Control4 controller, open the **Home** app, tap **+**, then **Add Accessory**, then **More options**.
3. Tap the tile whose name begins with the four characters shown at the start of **Bridge Name** — for example `3F2A-Living-Room-C4`.
4. Type the eight digits from the **Setup Code** row. **Show Setup Code** also puts them on **Status**.
5. Assign the bridge and its devices to rooms in the Home app.

Paired Controllers then changes from `none` to a number, and **Status** confirms the new pairing (`paired with a controller; N now stored`, where "controller" means the iPhone or iPad). Once added, the bridge leaves the Add Accessory list. If the household later removes the bridge from the Home app, it becomes available to add again with the same code, and Status says so.

Rooms published as televisions or speaker zones are added separately, the same way, each with its own **Setup Code (TV)**. See [Television and Speaker Zone](#).

Choosing what appears in the Home app

Names come from Composer. Each light, outlet, thermostat, shade, fan, sensor and lock is named with its Control4 room followed by its device name, for example `Living Room Floor Lamp`. The room is left off when the device name already contains it. Lighting scenes use the scene's own name. Name devices and rooms in Composer the way the household should see them.

Pick each device in the list that matches how it should appear:

TO SHOW IN THE HOME APP	PICK IT IN
Lights and dimmers	Select Lights

TO SHOW IN THE HOME APP	PICK IT IN
Sockets fed by a lighting load	Select Outlets
Advanced Lighting scenes	Add Lighting Scene
Thermostats	Select Thermostats
Shades and blinds	Select Shades
Fans	Select Fans
Motion sensors, and door, window, gate and garage door position contacts	Select Sensors
Presence in a room (motion sensors, pressure mats)	Select Occupancy Sensors
Leak, smoke and carbon monoxide sensors	Select Safety Sensors
Stand-alone temperature or humidity readings	Select Temperature Sensors, Select Humidity Sensors , or the temperature and humidity connections
Doorbell buttons	Select Doorbells
Garage door openers and gates	Select Garage Doors
Motorised or relay-driven doors and windows	Select Doors, Select Windows
Door locks and door strikes	Select Locks
Fireplaces, gates, sprinkler valves and other relay loads	Select Relays

TO SHOW IN THE HOME APP	PICK IT IN
A security system	Select Security System
A room's television or audio	Select Rooms, or Room TV
A switch or button tied to Control4 programming	Virtual Switches, Virtual Buttons

Put each device in one list. That list decides how the device appears. Where a device is picked in two lists, the more specific list decides its tile: Select Outlets over Select Lights, Select Occupancy Sensors over Select Sensors, Select Doors and Select Windows over Select Shades and Select Relays, Select Garage Doors over Select Relays, Select Temperature Sensors over Select Humidity Sensors, and either of those two over Select Thermostats.

Changes need no reload. A few seconds after any change, the Home app refreshes by itself, with no re-pairing, and **Devices Published** shows the new count.

Handing over to the household

- **Record the Setup Code.** It stays the same across reboots, driver updates and **Reset Pairings**, so it can be printed for the handover pack.
- **Confirm Paired Controllers** shows a number, and **Last Error** is blank.
- **For a new owner**, run **Reset Pairings**, then have the new owner add the bridge with the same Setup Code. Rooms published as televisions have their own reset, **Reset TV Identity And Pairings**.

Properties

They appear in Composer in the order below. **The licence rows come first**, so the licence state is the first thing you read. Each group starts with the heading row Composer shows for it.

Cloud Settings and DTI Activation

This driver carries **two** licence systems and **either one satisfies it**: a valid DriverCentral licence or a valid DTI activation is enough, and you only need the one that matches where you bought the driver. See [Licensing and support](#).

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Activation Method	DriverCentral / DTI	DriverCentral	Where the driver was bought. It decides which licence rows the tab shows. Applies immediately.
Cloud Settings (heading)	Label	—	Heading above DriverCentral's rows. Shown when Activation Method is DriverCentral.
Cloud Status	Text, read only	(blank)	The DriverCentral licence and account state, in DriverCentral's own words — for example Trial Running, 19 Days Remaining. Read it first whenever the bridge is not answering on a DriverCentral install. To renew or assign the licence, use drivercentral.io; the change takes effect with no reload.
Automatic Updates	Off / On	Off	Whether DriverCentral may install new versions of this driver automatically. Set it On to allow that, or leave it Off to update by hand.
DTI Activation (heading)	Label	—	Heading above the DTI Automation rows. Shown when Activation Method is DTI.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Activation Key	Text, masked	<i>(blank)</i>	Where the licence key from DTI Automation is pasted on a DTI purchase. Leave it empty on a DriverCentral install.
Activation Status	Text, read only	Not activated	The DTI activation state. The readings are listed below.

Activation Method — set it once. The property at the top of the tab says which channel you bought from, and only that channel's rows are shown:

ACTIVATION METHOD	THE TAB SHOWS
DriverCentral <i>(default)</i>	Cloud Status, Automatic Updates
DTI	Activation Key, Activation Status

A DriverCentral dealer changes nothing. A dealer who bought from DTI Automation sets it to **DTI** once, and the Activation Key field appears. **A wrong choice is harmless.** The setting decides what you *look* at; a valid licence from either system keeps the driver working whatever this is set to. If the rows look wrong for what you bought, change it — nothing needs restarting.

Activation Key. Paste the whole 47-character key; spaces at the start or end are ignored. The driver checks it with DTI Automation straight away: Activation Status reads **Checking the key with DTI...**, then the result. There is nothing else to press. The key is masked on screen. The controller needs internet access to check the key.

Activation Status reads one of:

- **Not activated** — no valid key and no running trial. When a key has been entered, **Last Error** says what DTI Automation answered: paste the whole key again and check it is the key issued for this driver.
- **Checking...** or **Checking the key with DTI...** — a check is under way.
- **Trial – N hour(s) left** or **Trial – under an hour left** — the DTI trial. See [Trial period](#).
- **Activated – confirmed <date and time>** — the driver is licensed. If a note follows saying the activation server is out of reach, the licence is still valid and everything keeps working; check the controller's internet access, and there is no need to re-enter the key.

- **Trial ended – activation key required** — enter the key from DTI Automation in **Activation Key**.
- **Activated for a different controller** — the project was moved onto different hardware. Ask DTI Automation to issue the licence for this controller.
- **Key looks wrong (N characters, expected 47)** — paste the whole key again.

Pairing and Status

The rows you read while adding the bridge to the Home app, and while checking on it afterwards. **Driver Version** sits just above this heading.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Driver Version	Text, read only	1	The version of the HomeKit Bridge driver running in this project, written each time the driver starts. After installing or updating, check it shows the new number — on every HomeKit Bridge in the project.
Setup Code	Text, read only	(blank)	The eight digits the household types into the Home app to add this bridge, in two groups of four, followed by the bridge's name in brackets: 1234–5678 (3F2A–Living–Room–C4).
Bridge Name	Text	(blank)	The name the bridge shows under Add Accessory in the Home app. Left empty, the bridge is named after its Control4 room.
Paired Controllers	Text, read only	none	How many Apple Home pairings the bridge holds: none before the household adds it, a number afterwards.
Listen Port	Number, 0–65535	0	The network port the bridge uses on the controller. 0 lets the controller choose a free port by itself.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Status	Text, read only	starting	What the bridge is doing now, in one line. The first thing to read when a phone does not find the bridge or a change does not appear.
Last Error	Text, read only	(blank)	The most recent thing that went wrong, as a sentence that usually says what to do next. Blank means all is well.
Devices Published	Text, read only	0	How many items this bridge is publishing to the Home app right now.

Setup Code. Created the first time the driver starts, and then kept: it stays the same after controller reboots, driver updates and **Reset Pairings**, so it can be printed or written down for the handover. The name in brackets is how this bridge appears in the Home app's Add Accessory list, so you can see which code belongs to which bridge; it follows **Bridge Name**. Press **Show Setup Code** to see the code on **Status** as well.

Bridge Name. The row always shows the full name exactly as the Home app shows it: the bridge's four-character code, a hyphen, then the name with every space turned into a hyphen — 3F2A-Living-Room-C4 or 3F2A-Den-Hub.

- **Leave it empty** and the bridge is named after its Control4 room, followed by -C4. This automatic name follows the room if the room is renamed or the driver is moved.
- **Type your own name**, for example Den Hub. When you commit the edit the driver adds the four-character code in front and puts hyphens between the words, giving 3F2A-Den-Hub. There is no need to type the code yourself, and a code you do type is never added twice.
- **Clear the field** to go back to the room name.

The four-character code is fixed for this bridge and tells apart bridges whose rooms share a name. The same four characters start the name in brackets on the Setup Code row, so the household can pick the right tile. Set the name before the household adds the bridge. After that, the household renames it in the Home app.

Paired Controllers. Changes from none to a number once an iPhone or iPad finishes adding the bridge, and returns to none when the household removes the bridge from the Home app or **Reset Pairings** is run. The value is kept across reboots and driver updates. Use it to confirm the handover worked. Rooms published as televisions keep their own count, shown on **Rooms Published**.

Listen Port. Leave it at 0 on every HomeKit Bridge in the project, so each picks a free port by itself. Set a fixed number if a router or firewall rule on site needs one; it is used from the next time the driver starts, for example after a driver update or a controller restart. **Status** always shows the port in use (`ready on port ...`), and iPhones and iPads find the bridge on it with no Home app setting to change.

Status lines you will see:

STATUS READS	WHAT IT MEANS
<code>starting</code> , or a line saying the bridge is starting	The driver is loading.
<code>ready on port N with X device(s), setup code 1234-5678</code>	The bridge is ready to be added and used.
<code>paired with a controller; N now stored</code>	An iPhone or iPad has just added the bridge.
<code>the last pairing was removed; the bridge can be added again</code>	The household removed the bridge in the Home app.
<code>all pairings cleared; the bridge can be added again</code>	Reset Pairings has run.
<code>rescanning the project</code> , then a line saying the devices were republished	After Rescan Devices . A change in the project shows the republished line by itself.
<code>setup code is 1234-5678 (3F2A-Living-Room-C4)</code>	The answer to Show Setup Code .
Starts with <code>NOT LICENSED</code>	The licence is not active; the rest of the line says what to do. See Licensing and support .

Report Bridge State also writes its answer here. With several HomeKit Bridges in a project, the `ready` line can end with a short note about the other bridges. That note is normal: the bridge is ready whenever the line starts with `ready`.

Last Error. Read it whenever something in the Home app does not match Control4. It can say, for example, that a phone could not finish adding the bridge and the setup code should be checked; that pairing is locked after repeated wrong setup codes until **Reset**

Pairings is run; that some picked devices need attention, with the log naming each one and what to do; that selected devices are no longer in the project and should be re-selected; or that the bridge has not finished starting yet. The row is cleared each time the driver starts, when **Reset Pairings** frees a locked bridge, and when an active licence replaces a licence message. Each sentence is covered in [Troubleshooting](#).

Devices Published. Counts every item the bridge is publishing: lights, outlets, scenes, thermostats, shades, fans, sensors, locks, virtual switches and buttons, and anything else picked on the Properties tab. Rooms published as televisions are counted on **Rooms Published** instead. After picking devices, wait a few seconds and check the number goes up. If it is lower than you expected, **Last Error** and the driver log name each device that needs attention and what to do; fix the cause and press **Rescan Devices**.

Lights and Scenes

The rows that choose which lights, outlets and lighting scenes appear in the Home app.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Select Lights	Device list, multi-select	<i>(none)</i>	The Control4 lights and dimmers to show in the Home app as lights — switched loads, dimmers, tunable-white and colour fixtures.
Select Outlets	Device list, multi-select	<i>(none)</i>	Lighting loads that feed sockets, such as outlet switches, outlet dimmers and switched lamp sockets, to show as outlets instead of lights. Offers the same lights and dimmers as Select Lights.
Add Lighting Scene	List	(choose a scene to add)	Publishes an Advanced Lighting scene to the Home app as a switch.
Remove Lighting Scene	List	(choose a scene to remove)	Takes a published lighting scene out of the Home app.
Lighting Scenes Published	Text, read only	<i>(blank)</i>	How many of the project's lighting scenes are published, and their names.

Select Lights. Open the list, select every light the household should see, and click OK. Deselect a light to take it out of the Home app. A few seconds after a change, the Home app updates by itself with no re-pairing, and **Devices Published** shows the new count. The driver chooses the controls from what each fixture reports:

- A switched load gets on and off.
- A dimmer also gets a brightness slider.
- A tunable-white fixture also gets a colour-temperature control, set to the fixture's own warm-to-cool range.
- A colour fixture also gets the full colour picker.

Turning a dimmer on from the Home app returns it to its last brightness, or to the light's default On brightness preset from Composer. Switching and dimming done from keypads, Navigator or programming show up in the Home app as they happen.

Select Outlets. Select each load that feeds a socket and click OK. A load picked here appears as an outlet even if it is also picked in Select Lights, so Select Lights can stay as it is. Each outlet has on and off. Turning an outlet dimmer on from the Home app takes it to full power. Switching from keypads, Navigator or programming shows up in the Home app.

Add Lighting Scene. The driver fills this list from the project's Advanced Lighting scenes:

- It starts with the prompt (choose a scene to add).
- Next comes All scenes, shown when more than one scene is still unpublished. Pick it to publish every scene at once.
- Then each scene still to be published, in alphabetical order.
- Refresh scene list sits at the end. Pick it after adding or renaming scenes in Composer to reload the list. The driver also follows scenes added, deleted or renamed in the Advanced Lighting agent by itself.

Pick a scene and it is published; the list goes back to its prompt, ready for the next pick, and the scene moves across to Remove Lighting Scene. Two scenes with the same name are listed with a number after the name to tell them apart. A published scene stays published when it is renamed.

How scenes appear. Each published scene is a switch named after the scene. Turning it on runs the scene. Turning it off runs the **Toggle scene** set for that scene in Composer's Advanced Lighting agent — for example an "All Off" scene. The switch shows on while the scene is active and off when Control4 reports it inactive, including when the scene runs from a keypad, Navigator or programming. It can be used in Home scenes, automations and with Siri.

Remove Lighting Scene. Filled with the prompt (choose a scene to remove), then All scenes (shown when more than one scene is published), then each published scene in alphabetical order. Pick a scene and its switch leaves the Home app a few seconds later; the list goes back to its prompt. All scenes removes every published scene at once. A removed scene goes back into Add Lighting Scene and can be added again whenever you like.

Lighting Scenes Published updates after every pick and whenever the scene list is reloaded. It reads one of:

- `<n> of <total>: <scene names>` — for example `2 of 5: Dinner, Movie`.
- `none of <total> scene(s)` — no scenes are published at the moment.
- `the lighting agent reports no scenes` — create scenes in the Advanced Lighting agent, then pick `Refresh scene list`.
- `no Advanced Lighting agent in this project` — add the Advanced Lighting agent in Composer, create the scenes, then pick `Refresh scene list`.

Climate, Shades and Fans

The rows that choose which thermostats, shades and fans appear in the Home app.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Select Thermostats	Device list, multi-select	<i>(none)</i>	The Control4 thermostats to show in the Home app.
Select Shades	Device list, multi-select	<i>(none)</i>	The motorised shades and blinds to show as window coverings.
Select Fans	Device list, multi-select	<i>(none)</i>	The Control4 fans to show in the Home app.

Select Thermostats. Select each thermostat and click OK; deselect one to remove it. Each thermostat appears named with its Control4 room and device name. Its tile shows:

- the current temperature;
- what the system is doing now — heating, cooling or off;
- a mode choice of **Off**, plus each of **Heat**, **Cool** and **Auto** that the thermostat itself offers.

The temperature dial follows the active mode. In Heat it sets the heat setpoint; in Cool, the cool setpoint; in Auto, the side the system is working on. A single-setpoint thermostat adjusts its one setpoint. Where the thermostat provides separate heating and cooling setpoint ranges, Auto shows a two-handle range that sets both at once. The dial covers the thermostat's own setpoint range, and the Home app uses the thermostat's display scale (°F or °C). Thermostats that report indoor humidity show it too. A system that calls Auto by another name, such as "Heat/Cool", responds as expected. Changes made at the thermostat, from Navigator or by programming show up in the Home app. After changing a thermostat's modes in Composer, press **Rescan Devices** to bring the Home app up to date.

Select Shades. Select each shade or blind and click OK. Each appears as a window covering named with its Control4 room and device name.

- Shades that report their position get a 0–100% position slider, where 0 is closed and 100 is open. The driver reads each shade's own open and closed settings, so a shade wired the other way round still shows correctly.
- Shades that move between fully open and fully closed show as open or closed, and a slider move sends them to the nearer end.
- While a shade moves, the Home app shows it opening or closing, and it settles on the reported position when the shade stops.

Movement started from keypads, Navigator or programming shows up in the Home app. A blind driver that runs a door or a window belongs in **Select Doors** or **Select Windows**, where it appears as a door or window.

Select Fans. Select each fan and click OK. Each appears as a fan with on and off, named with its Control4 room and device name.

- Multi-speed fans get a speed slider with one step per fan speed — a three-speed fan steps at roughly each third.
- Variable-speed fans get a smooth 0–100% slider.
- Single-speed fans appear as on/off fans.
- Fans that can reverse also get a direction control.

Turning a fan on from the Home app returns it to the speed last used, or to the fan's preset speed. On/off, speed and direction changes made from keypads, Navigator or programming show up in the Home app.

Sensors, Gates and Relays

The rows that choose which sensors, doorbells, garage doors and gates, doors, windows, locks and relays appear in the Home app, and how they behave there.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Select Sensors	Device list, multi-select	<i>(none)</i>	Contact and motion sensors: motion sensors, contact switches, door and window contact sensors, gate sensors and garage door position sensors.
Select Occupancy Sensors	Device list, multi-select	<i>(none)</i>	Motion sensors and pressure mats that tell the Home app someone is present in a room.
Select Safety Sensors	Device list, multi-select	<i>(none)</i>	Water (leak) sensors, smoke detectors and carbon monoxide detectors.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Select Temperature Sensors	Device list, multi-select	<i>(none)</i>	Devices whose temperature reading should appear as a stand-alone temperature sensor.
Select Humidity Sensors	Device list, multi-select	<i>(none)</i>	Devices whose humidity reading should appear as a stand-alone humidity sensor.
Select Doorbells	Device list, multi-select	<i>(none)</i>	Doorbell buttons wired to Control4.
Select Garage Doors	Device list, multi-select	<i>(none)</i>	Garage door openers and gates.
Select Doors	Device list, multi-select	<i>(none)</i>	Motorised doors run through Control4 blind and shade drivers, and Control4's door relay controller.
Select Windows	Device list, multi-select	<i>(none)</i>	Motorised windows run through Control4 blind and shade drivers, and Control4's window relay controller.
Select Locks	Device list, multi-select	<i>(none)</i>	Control4 door locks, third-party locks that use Control4's standard lock driver type, and relay-driven door locks (door strikes).
Select Relays	Device list, multi-select	<i>(none)</i>	Relays to show as switches: fireplace, electronic gate and sprinkler relay drivers, and Control4's gate, door and window relay controllers.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Momentary Relays	Device list, multi-select	<i>(none)</i>	Relays wired to a push-button input, so turning the switch on gives a short press. Offers the same relays as Select Relays.
Relay Pulse (ms)	Number, 100–10000 ms	1000	How long a momentary relay, or a single-relay garage door opener, is held closed for each press.
Inverted Sensors and Relays	Device list, multi-select	<i>(none)</i>	Devices whose open/closed reading is the opposite of what the Home app should show.

Every change here applies by itself a few seconds later, with no reload.

Select Sensors. Pick each sensor you want in the Home app. Motion sensors appear as motion sensor tiles showing motion or clear. Door, window, gate, garage door and general contact sensors appear as contact sensor tiles showing Open or Closed. Both work as triggers for Home app automations and notifications. Anything that reports open or shut belongs here, including a gate sensor or a garage door position sensor; the garage door opener itself goes in **Select Garage Doors**. A motion sensor that should report that a room is occupied goes in **Select Occupancy Sensors** — that list takes priority, so it can stay picked here too. After adding sensors, walk-test them: open a door, walk past a motion sensor, and confirm the Home app shows the right reading.

Select Occupancy Sensors. Pick the motion sensors or pressure mats that represent presence in a room. Each appears as an occupancy sensor tile showing Occupied or Not Occupied — ideal for automations such as turning the lights off when a room empties. A pressure mat reads Occupied when someone is on it; a motion sensor reads Occupied when it detects presence. A sensor picked here appears as an occupancy sensor even if it is also picked in Select Sensors.

Select Safety Sensors. Pick each leak, smoke and carbon monoxide sensor the household should see. Each keeps its own kind in the Home app — a leak sensor as a leak sensor, a smoke detector as a smoke sensor, a carbon monoxide detector as a carbon monoxide sensor — with its own icon and alert, and the Home app can notify the household when one detects. These sit in their own list, separate from Select Sensors, so safety alerts appear exactly where you choose to add them. After adding them, confirm each one reads clear at rest.

Select Temperature Sensors. Offers thermostats, and stand-alone room, outdoor or weather temperature sensors. Each appears as a temperature sensor tile showing the current temperature, usable in automations. Fahrenheit readings are converted automatically. If the device reports that it has gone offline, the tile shows a fault. For a

thermostat the household should control from the Home app, pick it in **Select Thermostats** and leave it out of this list.

Select Humidity Sensors. Offers the same devices. Each device picked here, and not also in Select Temperature Sensors, appears as a humidity sensor tile showing relative humidity as a whole percentage (0–100%), usable in automations. If the device reports that it has gone offline, the tile shows a fault. A thermostat that reports humidity already shows it on its own thermostat tile, so keep thermostats the household controls in **Select Thermostats**.

Select Doorbells. Pick each doorbell button. Every press, including repeated presses, rings in the Home app: the household gets a doorbell notification, and the press can trigger a Home app automation. Test by pressing the bell once and confirming one notification.

Select Garage Doors. Offers Control4 garage door and gate drivers: relay-and-contact and single-relay openers, the garage door and gate relay controllers, and cloud-connected garage door opener drivers. Garage doors and gates share the same tile: Open, Closed, Opening, Closing or Stopped, with a button to open or close. It works with Siri ("open the garage door") and in automations. A gate picked here appears as a garage-style door even if it is also in Select Relays. For an opener driven by a single relay, each open or close request is a button press lasting **Relay Pulse (ms)**.

Select Doors and **Select Windows.** Each door appears as a Door tile, and each window as a Window tile, with a position slider (0% closed to 100% open) and its live position, for Siri and automations.

- A **motorised** door or window (one run through a blind or shade driver) can be moved to any position, so Siri accepts "open the door halfway".
- A **relay-driven** door or window moves fully open or fully closed: setting the slider to 50% or more opens it, below 50% closes it.

A device picked here appears as a door or window even if it is also picked in Select Shades or Select Relays. Garage doors and gates belong in **Select Garage Doors**, and a shade or blind that covers a window belongs in **Select Shades**.

Select Locks. Pick each lock. Each appears as a Lock tile showing Locked or Unlocked — and jammed, where the lock reports it — with lock and unlock, Siri and automation support. Locks that report their battery also show a low-battery warning, and the battery level where the lock reports it as a number. For a relay-driven lock, test lock and unlock from the Home app and confirm the tile reads correctly.

Select Relays. Pick each relay. It appears as a Switch tile: On closes the relay and Off opens it, and the tile follows the relay's state. In the Home app the household can choose to display a switch as an outlet or a fan. For a relay wired to a push-button input — a gate opener, a fireplace igniter — also pick it in **Momentary Relays**. A gate relay you want shown as a garage-style door goes in **Select Garage Doors**, and a door or window relay you want shown as a door or window goes in **Select Doors** or **Select Windows**.

Momentary Relays. Pick relays that are also in Select Relays and drive a push-button input. Turning the switch on closes the relay for the time set in **Relay Pulse (ms)** and

then releases it, and the Home app switch returns to Off by itself shortly afterwards. Turning it off simply releases the relay, so "turn everything off" leaves a momentary relay released.

Relay Pulse (ms). Set the press length your gate controller, igniter or garage door opener needs. Most push-button inputs work with the default of **1000** ms (one second). Increase it if the equipment ignores short presses; decrease it for a quicker tap. The new value is used on the next press, with no reload.

Inverted Sensors and Relays. Offers every sensor and relay kind in this section: contact, door, window, gate and garage door sensors; motion sensors; pressure mats; leak, smoke and carbon monoxide sensors; doorbells; relay-driven door locks; relay-and-contact garage doors and the garage door relay controller; fireplace, electronic gate and sprinkler relays; and the gate, door and window relay controllers. Walk-test each device after adding it, and pick any that reads backwards — for example one wired normally-closed instead of normally-open. The change applies by itself.

DEVICE	WITH IT PICKED HERE
Contact sensor	Shows Closed when shut, instead of Open.
Motion or occupancy sensor	Rests clear, instead of showing motion or Occupied.
Leak, smoke or carbon monoxide sensor	Rests clear, instead of showing an alarm.
Doorbell	Rings when the button is pressed, instead of when it is released.
Garage door	Shows Closed when shut, instead of Open.
Relay switch, relay-driven door or window	Both its reading and its On/Off (open/close) direction are reversed.
Relay-driven lock	Its Locked/Unlocked reading is corrected; its lock and unlock buttons keep working as before.

Security System

The rows that bring a Control4 security system into the Home app.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Select Security System	Device list, single	<i>(none)</i>	The security panel whose partitions appear in the Home app.
Security Partitions	Text, read only	<i>(blank)</i>	What the selected panel carries, and how the Home app's arm modes were matched.
Hide Partition	List	(choose a partition to hide)	Keeps a partition out of the Home app while it keeps working normally in Control4.
Show Partition	List	(choose a partition to show)	Brings back a partition hidden with Hide Partition.
Arm Mode for Home	List	Automatic	The panel arm mode the Home app's Home uses.
Arm Mode for Away	List	Automatic	The panel arm mode the Home app's Away uses.
Arm Mode for Night	List	Automatic	The panel arm mode the Home app's Night uses.
Bypass Open Zones When Arming	True / False	False	What happens when someone arms from the Home app while a door, window or other zone is open.
Security Arm Code	Text, masked	<i>(blank)</i>	The panel user code the driver gives the panel when the Home app arms or disarms.

Select Security System. Pick the security panel device of the alarm system — the panel itself, not one of its partitions. The driver finds every partition that panel carries and

publishes each active one as its own security system, named with the panel's Control4 room followed by the partition's name, with **Away** and **Off**, and with **Home** and **Night** wherever the panel has a matching arm mode (see **Arm Mode for Home, Away and Night** below). Partitions come in with the bridge and need no setup code of their own. The tile follows arming and disarming from keypads, Navigator and programming, shows Arming during the exit delay, and shows the alarm as triggered while the panel is in alarm. A partition switched on at the panel later is added automatically. The Home app picks up a change of panel a few seconds later, with no reload. When you choose a different panel, all of its partitions start out shown. Leave this empty for no security system in the Home app, and read **Security Partitions** afterwards to confirm what was found.

Security Partitions is read only. It gives the number of partitions, then each partition's name, marked **hidden** or **inactive** where that applies. Next comes an **arm modes:** part showing the panel word each Home app mode uses — for example **Home=Stay**, **Away=Away**, **Night=not used** — and finally a count of the panel's zones. Other readings:

- **no security system selected** — pick the panel in Select Security System.
- **the selected security system is no longer in the project** — choose the panel again in Select Security System.
- **no partitions found on this panel** — see [Security partitions](#) in Troubleshooting.
- **(no match: set Arm Mode for Home)** (or Away, or Night) inside the **arm modes:** part — open that drop-down and pick the panel's word for that mode.

Hide Partition and **Show Partition**. Every active partition is published unless you hide it. Pick a partition in Hide Partition and, a few seconds later, it leaves the Home app and moves to the Show Partition list; Security Partitions marks it **hidden**. Pick it in Show Partition to bring it back, then put it in a room in the Home app and add it back to any scenes or automations that should use it. Both lists return to their prompt after each pick, so you can pick another straight away. Hidden choices are kept for this panel and cleared when you select a different panel.

Arm Mode for Home, Away and Night. Each drop-down is filled by the driver with **Automatic**, then the panel's own arm-mode names; Home and Night also end with **Not used**. A pick is kept as long as the panel still offers that name.

DROP-DOWN	AUTOMATIC MATCHES THE PANEL MODE CALLED	EFFECT OF CHOOSING NOT USED
Arm Mode for Home	Home or Stay	Home is left off the tile.
Arm Mode for Away	Away or Armed	—

DROP-DOWN	AUTOMATIC MATCHES THE PANEL MODE CALLED	EFFECT OF CHOOSING NOT USED
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Arm Mode for Night

Night, Partial, Instant or Sleep

Night is left off the tile.

To choose yourself, pick one of the panel's own names. Give Home, Away and Night each their own panel mode. Pick **Not used** for a panel with no home or night mode — for Night, that also keeps a mode such as Instant from being matched automatically. Away and Off are always on the tile. When the panel is armed in one of these modes from a keypad or Navigator, the tile shows the matching Home app mode. Changes reach the Home app a few seconds later, and **Security Partitions** shows the name in use after **arm modes**:

Bypass Open Zones When Arming.

- **False** (default) is the safe setting. While the panel reports open zones, an arm request from the Home app is held back and the tile returns to where it was. Close what is open and arm again, or arm from a keypad or Navigator. With Log Mode on and Log Level at 3 – Info, the log names the partition that was held back.
- **True** arms anyway and bypasses the open zones for that arming, so they stay unmonitored until the next disarm.

Disarming from the Home app always goes through, whatever this is set to. The setting applies to the next arm request, with no reload.

Security Arm Code. Type a user code the panel accepts for both arming and disarming. The driver presents it with every arm and disarm request from the Home app, so household members arm and disarm from the Home app without typing a code. It is shown masked in Composer and takes effect immediately. If a Home app arm or disarm does not take and **Last Error** names the partition, check this code first.

Television and Speaker Zone

The rows that publish Control4 rooms to the Home app as televisions or speaker zones. Each room published this way is its own accessory in the Home app, added separately with its own setup code.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Select Rooms	Room list, multi-select	(none)	Extra rooms to publish, each as its own television or speaker zone, from one driver installed for the whole project.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Configure Room	List	this driver's own room	Chooses which room the settings below show and edit.
Room TV	Off / Watch activities and listen activities / Watch activities / Listen activities	Off	Whether the chosen room is published, and which of its activities become inputs.
TV Name	Text	(blank)	The name the Home app uses for the chosen room.
Default Activity	Text	(blank)	The activity the room starts when it is turned on from the Home app.
Hidden Activities	Text	(blank)	Activities to keep out of the room's input list, separated by commas.
Setup Code (TV)	Text, read only	(blank)	The chosen room's setup code, followed by its name in the Add Accessory list.
Rooms Published	Text, read only	(blank)	A one-line summary of every room this driver publishes or remembers.

Two ways to install. For a whole-project install — one driver, for example in the equipment rack — choose every room in **Select Rooms**. For a per-room install — a copy of the driver in each room — leave Select Rooms empty, and in each copy pick (this room) in **Configure Room** and set **Room TV**.

Select Rooms. A room chosen here is switched on automatically: it becomes a television if it has watch activities, or a speaker zone if it has only listen activities. Pick the room in Configure Room to see the result in Room TV, and change it there if needed. Taking a room out of this list stops publishing it but keeps its pairing, so choosing it again

brings back the same accessory with no need to add it to the Home app again. When you take a room out of this list, also remove its tile from the Home app, or choose the room again later to bring the same tile back. If another HomeKit Bridge driver in the project also publishes the room, **Rooms Published** says so on both drivers.

Configure Room. Lists this driver's own room first, marked **(this room)**; then a room marked **(previous room)** if the driver was moved while its old room was paired; then the rooms chosen in Select Rooms, in alphabetical order. Pick a room and **Room TV**, **TV Name**, **Default Activity**, **Hidden Activities** and **Setup Code (TV)** reload with that room's values; any edit applies to that room alone. The actions **Reset TV Identity And Pairings** and **Probe Room Media (diagnostic)** also act on the room picked here. Pick the room here before running either action. If the list already shows the room you want, pick another room and then pick it back.

Room TV. Takes effect within seconds, with no reload.

VALUE	THE ROOM APPEARS AS
Off <i>(default)</i>	Not published. Its pairing is kept for when it is switched back on.
Watch activities	A television whose inputs are the room's watch activities.
Watch and listen activities	A television with the watch activities first, then the listen activities.
Listen activities	A speaker zone, for a room with audio and no screen, whose inputs are the room's listen activities.

When you switch a room on and no iPhone, iPad or home hub is paired to it, the room gets a fresh setup code, shown in **Setup Code (TV)**.

How a room appears in the Home app. The room is its own television accessory with power on and off, an input list made of the room's activities, a place in the Control Center remote, and volume control from the iPhone's volume buttons. A speaker zone, or any room whose inputs are all listen activities, shows with the receiver icon and has the same controls.

- **The remote:** open the Apple TV Remote in the iPhone's Control Center and choose the room's television from the list at the top. The direction pad, select, back, play/pause and info buttons act on the room, the power button turns the room on and off, and the iPhone's volume buttons raise and lower the room's volume.
- **Inputs:** choosing an input starts that activity in the room; turning the television off turns the room off.

- **Following Navigator:** when the household uses an activity in Navigator, the Home app follows — the input, power and mute shown on the tile track the room.

TV Name. Type the name you want, ideally before the room is added to the Home app; once it is added, rename its tile in the Home app itself. Left blank, the room is named after its own video device — the display offered as a source, such as a Google TV — or after the room if it has none. While the room is being added, the Home app lists it with four characters in front and hyphens between words, for example `A78B-Family-Room-TV`; once added, the tile shows the name as typed. A name the household gives the television in the Home app is remembered across driver reloads until TV Name is next edited. The Home app picks up the change within a few seconds, and the room's pairing is kept.

Default Activity. Type the activity's name as the input list shows it — the Control4 name of the source, for example `Apple TV`. Upper and lower case, and spaces around the name, make no difference. Left blank, turning on returns to the activity that was on last, or else to the first input. If the room is already on, turning it on from the Home app leaves the current activity playing. The Home app picks up the change within a few seconds, and the room's pairing is kept.

Hidden Activities. Type the names separated by commas, for example `CD Player, Tuner`, using each source's Control4 name as the input list shows it. Upper and lower case, and spaces around each name, make no difference. A hidden activity is still there: the household can show it again from the input list in the accessory's settings in the Home app. Editing this field resets any show and hide choices made in the Home app to match your list. The Home app picks up the change within a few seconds, and the room's pairing is kept.

Setup Code (TV). Shows the room picked in Configure Room, for example `1234-5678` (`A78B-Family-Room-TV`), and is blank while the room is `Off`. Add the room once **Rooms Published** shows it as a television or speaker zone. In the Home app, tap **Add Accessory**, then **More options**, choose the entry whose name matches the part in brackets, and enter the eight-digit code. Every room has its own code, separate from the bridge's **Setup Code**. When two rooms share a name, tell them apart by the four characters at the front of the name.

Rooms Published. For each room it gives the room's name and what it is published as — television or speaker zone — with the name shown while adding, its setup code and how many iPhones, iPads and home hubs are paired. Otherwise it gives one of these states:

- `starting`
- `off`
- `has no activities to publish`
- `could not be started, see Last Error`
- `not selected, N paired -- No Response in the Home app until it is selected again` — a room removed from Select Rooms that is still in the Home app.
- `no longer in the project`

If another HomeKit Bridge driver in the project publishes the same room, the line adds ALSO published by HomeKit bridge <device ID>; turn it off on one of them.

Virtual Switches and Buttons

Switches and buttons in the Home app that are connected to Control4 programming instead of to a device.

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Virtual Switches	Number, 0–8	0	How many virtual switches the bridge adds to the Home app.
Virtual Switch Names	Text	(blank)	The Home app names of the virtual switches, as a comma-separated list in switch order.
Virtual Switch Revert (s)	Number, 0–300 seconds	0	Turns every virtual switch into a momentary switch that switches itself off after this many seconds. 0 keeps them ordinary switches.
Virtual Buttons	Number, 0–8	0	How many virtual buttons the bridge adds to the Home app.
Virtual Button Names	Text	(blank)	The Home app names of the virtual buttons, as a comma-separated list in button order.

Virtual Switches. A virtual switch is an on/off switch in the Home app. Turning it on or off in the Home app fires the matching Control4 event, and Control4 programming or a keypad can turn it on and off, with the Home app tile following. Switches are numbered from 1. Each number has its own pair of events (**Virtual Switch N On** and **Virtual Switch N Off**), its own variable (**Virtual Switch N**) and its own keypad connections. The Home app updates within a few seconds, with no reload. Lowering the number removes the highest-numbered switches from the Home app. Each switch keeps its on/off state through driver reloads and controller restarts. In the Home app each switch can be tapped, controlled with Siri, added to Home scenes, and used as the trigger or the action of a Home automation.

Virtual Switch Names. For example, `Movie Night,,Vacation` names switch 1 "Movie Night" and switch 3 "Vacation". An empty entry, or no entry, keeps the default name, `Virtual Switch N`. Spaces at the start and end of each name are removed. Keep names short so they read well on the Home app tiles. The Control4 events,

variables, commands and keypad connections keep their numbers, whatever a switch is called. Set the names before the household adds the bridge so the tiles arrive already named; the household can also rename any tile in the Home app.

Virtual Switch Revert (s). Set a short delay, such as 2–5 seconds, when a virtual switch is used to start a macro. Turning a switch on — from the Home app, a keypad or Control4 programming — fires **Virtual Switch N On**. After the delay the switch turns itself off: it fires **Virtual Switch N Off** and updates its variable, its keypad LEDs and its Home app tile, so the tile returns to off by itself after the macro has run. Turning it on again while it is still on restarts the countdown. A switch that was on during a driver reload or controller restart still turns itself off after the delay. A new value applies from the next time a switch turns on.

Virtual Buttons. A virtual button is a programmable button in the Home app that Control4 presses. The household opens the button in the Home app and chooses what **Single Press**, **Double Press** and **Long Press** each do — run a Home scene or control accessories. This lets Control4 programming or a keypad trigger anything in the Apple Home app. To press a button from programming, use the **Trigger Virtual Button** command; for a single press from a keypad, bind the keypad button to the **Virtual Button N** connection. Changes reach the Home app within a few seconds.

Virtual Button Names. Works the same way as Virtual Switch Names: for example, **Goodnight**, **Welcome Home** names buttons 1 and 3, and an empty entry keeps the default name, **Virtual Button N**. The Trigger Virtual Button command and the keypad connections keep their numbers.

Support and Troubleshooting

PROPERTY	TYPE	DEFAULT	WHAT IT IS
Log Level	0 – Fatal ... 5 – Trace	1 – Error	How much the driver writes when logging is on. Leave it at 1 – Error for normal use. 3 – Info is enough to read the results of the report and diagnostic actions; raise it to 4 – Debug for a support request. Takes effect immediately.
Log Mode	Off / Print / Log / Print and Log	Off	Where logging is written. Print shows it in Composer for this driver, Log writes it to the Director log, and Print and Log does both. Off means nothing is written at any level.

Both properties have to move to get output: raising Log Level alone does nothing while Log Mode is Off. Set Log Mode before reproducing a problem and put it back to Off afterwards — it returns to Off by itself 45 minutes after it was last changed, so set it again for longer tests. Every log line starts with the date and time.

Connections

Found in Composer's **Connections** view, on the HomeKit Bridge. The table lists the connections you bind; the driver looks after the others itself, so leave them as they are.

CONNECTION	KIND	WHAT TO BIND TO IT
Temperature Sensor 1 to Temperature Sensor 4	Temperature input	A device's temperature output, such as a temperature probe on a Control4 I/O extender.
Humidity Sensor 1 to Humidity Sensor 4	Humidity input	A device's humidity output.
Virtual Button 1 to Virtual Button 8	Keypad button link	A keypad button that presses that virtual button.
Virtual Switch 1 On to Virtual Switch 8 On	Keypad button link	A keypad button that turns that virtual switch on.
Virtual Switch 1 Off to Virtual Switch 8 Off	Keypad button link	A keypad button that turns that virtual switch off.

Network tab. The HomeKit Bridge also has one entry on the **Network** tab of Composer's Connections view. The driver manages it by itself: there is nothing to bind to it and nothing on it to set. Leave it as Composer creates it.

Temperature Sensor 1–4. Bind a device's temperature output — a temperature probe on a Control4 I/O extender, or any driver with a temperature value output — to one of these inputs. A temperature sensor appears in the Home app shortly after binding, with no reload, and is removed when you unbind it. It takes the bound device's name; when one device feeds two of these inputs, the input number is added to tell them apart, for example **Garage Sensor 2**. Celsius and Fahrenheit readings are both accepted and converted automatically. If the bound device reports itself offline, the tile shows a fault.

Humidity Sensor 1–4. Work the same way for a humidity output. The Home app shows a humidity sensor with relative humidity as a whole percentage (0–100%).

Virtual Button 1–8. Each press of a bound keypad button sends a single press to the Home app as soon as the button goes down, running the household's **Single Press** action for that button. For double or long presses, use the **Trigger Virtual Button** command in programming. **Virtual Buttons** must be at least the button's number.

Virtual Switch 1 On–8 On and Virtual Switch 1 Off–8 Off. Bind one keypad button to a switch's On connection and another to its Off connection to make an on/off pair that shows the state at a glance. Each press of the On button turns the switch on and fires

Virtual Switch N On, even if the switch is already on; each press of the Off button turns it off and fires **Virtual Switch N Off**. The On button's LED lights while the switch is on, and the Off button's LED lights while it is off; LEDs update as soon as a button is bound, and follow when the tile is switched from the Home app. Several keypad buttons can be bound to the same connection, and each LED follows. **Virtual Switches** must be at least the switch's number.

Actions

Twelve actions, on the driver's Actions tab.

ACTION	WHAT IT DOES
Show Setup Code	Shows the bridge's setup code and name on Status — setup code is 1234-5678 (3F2A-Living-Room-C4) — so it can be read out or copied without scrolling to the Setup Code row. The setup code of each room published as a television is also written to the driver log (Log Level 3 - Info , Log Mode Print).
Re-announce On The Network	Makes the bridge, and every room it publishes, announce itself on the local network again, so iPhones, iPads and home hubs that have lost track of it find it straight away. Press it when the bridge is missing from the Home app's Add Accessory list, or when paired devices show No Response after a network change; wait a few seconds, then reopen the Home app.
Reset Pairings	Clears every Apple Home pairing on this bridge, so it can be added to a home again from scratch. It also frees a bridge locked by repeated wrong setup codes. Status then reads all pairings cleared; the bridge can be added again and Paired Controllers reads none . Remove the old bridge from the Home app, then add it again with the same Setup Code , which stays the same. Rooms published as televisions keep their own pairings and have their own reset. Available at any time, so a project can always be handed over.
Reset TV Identity And Pairings	Turns the room picked in Configure Room into a brand-new accessory for the Home app, with a new setup code and all of its pairings removed. The bridge, its devices and every other room are left as they are.

ACTION	WHAT IT DOES
Report Bridge State	A quick health summary for troubleshooting or for support. Status shows how many Apple Home pairings the bridge holds and how many iPhones, iPads and home hubs are connected right now. With Log Level at 3 – Info and Log Mode set to Print or Log , the log also gives one line per published room saying whether it is ready, how many pairings it holds, and whether it is a television or a speaker zone. Send these lines to DTI support with any request.
Report Published Accessories	Writes to the log each item the bridge, and each published room, is offering the Home app: its name, the kind of tile and its current values. Compare these with what the Home app shows. Anything that needs your attention is also written to Last Error .
Rescan Devices	Re-reads the Control4 project and republishes every picked device, with its current state and names. Status reads rescanning the project , then a few seconds later reports that the devices were republished, and Devices Published updates.
Probe Coordinator Plumbing (diagnostic)	Checks how this HomeKit Bridge works alongside every other HomeKit Bridge in the project, and writes what it finds to the log. Run it when DTI support asks, for example when a project has several HomeKit Bridges.
Probe Room Media (diagnostic)	Checks how the room picked in Configure Room answers power and volume, and writes what it finds to the log. It briefly switches the room on and steps its volume, so run it while nobody is using the room.
Probe Sensors and Relays (diagnostic)	Writes to the log every contact sensor, doorbell and relay device in the project. Run it when DTI support asks, for example when a sensor, doorbell or relay you want to publish is not offered in its Select list.
Probe Security (diagnostic)	Writes to the log each security panel in the project, with its partitions and the arm-mode names it offers. Run it when DTI support asks, for example when Security Partitions or the Arm Mode drop-downs do not show what you expect.

ACTION	WHAT IT DOES
Probe Scenes (diagnostic)	Writes to the log the project's Advanced Lighting scenes, by name, as the driver reads them. Run it when DTI support asks, for example when a scene you expect is missing from Add Lighting Scene .

Support diagnostics. The five actions whose names end in **(diagnostic)** are for DTI support to request. Each writes its findings to the log, so set Log Mode to **Print** and **Log** and Log Level to **3 – Info** first, run the action, then send the log to support. Run **Probe Room Media (diagnostic)** while nobody is using the room picked in **Configure Room**.

Reset TV Identity And Pairings, step by step. Pick the room in **Configure Room**, then run the action. Status confirms the reset. Remove the room's old tile from the Home app if it is still there, read the new code in **Setup Code (TV)**, and add the room again. The old tile stops responding, so rebuild any Home app scenes or automations that used it. Use it when the Home app will not offer the room for adding or fails every time it is added, when Last Error says the room's pairing is locked after wrong setup codes (running this clears that message), or when the room is being handed to a different Apple home.

Press **Rescan Devices** after changing devices in the project, or whenever a tile should be brought back in step with Control4. If an action runs before the bridge has finished starting, Last Error says so; wait for Status to read **ready** and press it again.

Report Published Accessories needs Log Level at **3 – Info** and Log Mode set to **Print** or **Log**. Compare its lines with what the Home app shows to settle questions like "why is this tile missing, or showing that value?"

Programming commands

Four commands, available on the driver in Composer's Programming view.

COMMAND	PARAMETERS	WHAT IT DOES
Turn On Virtual Switch	Switch (1–8)	Turns the virtual switch on. The Home app tile turns on, the variable Virtual Switch N becomes true, keypad LEDs bound to that switch follow, and Virtual Switch N On fires. If Virtual Switch Revert (s) is set, the countdown to off starts. If the switch is already on, the event does not fire again, but the revert countdown restarts.

COMMAND	PARAMETERS	WHAT IT DOES
Turn Off Virtual Switch	Switch (1–8)	Turns the virtual switch off. The tile turns off, the variable becomes false, bound keypad LEDs follow, and Virtual Switch N Off fires. If the switch is already off, nothing fires.
Toggle Virtual Switch	Switch (1–8)	Flips the virtual switch: on becomes off, and off becomes on. It then behaves exactly like Turn On or Turn Off Virtual Switch, including the event, the variable, the keypad LEDs and the revert delay.
Trigger Virtual Button	Button (1–8), Press (Single Press / Double Press / Long Press)	Presses the virtual button in the Home app with the chosen kind of press, so the Home scene or automation the household set up for that press runs. Useful for sending a double or long press from a keypad double-tap or hold.

The **Switch** number must be within the **Virtual Switches** count, and the **Button** number within the **Virtual Buttons** count; otherwise **Last Error** names the switch or button that is not published.

Events and variables

Events

Sixteen events, always present, on the driver's Events tab in Composer programming. Composer describes each as *When HomeKit Bridge Virtual Switch 1 turns on (or turns off)*, with your name for the driver in place of HomeKit Bridge.

SWITCH	FIRES WHEN IT TURNS ON	FIRES WHEN IT TURNS OFF
1	Virtual Switch 1 On	Virtual Switch 1 Off
2	Virtual Switch 2 On	Virtual Switch 2 Off
3	Virtual Switch 3 On	Virtual Switch 3 Off
4	Virtual Switch 4 On	Virtual Switch 4 Off

SWITCH	FIRES WHEN IT TURNS ON	FIRES WHEN IT TURNS OFF
5	Virtual Switch 5 On	Virtual Switch 5 Off
6	Virtual Switch 6 On	Virtual Switch 6 Off
7	Virtual Switch 7 On	Virtual Switch 7 Off
8	Virtual Switch 8 On	Virtual Switch 8 Off

- **The On event** fires when the switch turns on from the Home app (a tap, Siri, a Home scene or an automation), from a bound keypad button, or from a Turn On or Toggle Virtual Switch command.
- **The Off event** fires when the switch turns off from the Home app, a bound keypad button, a Turn Off or Toggle Virtual Switch command, or automatically after the **Virtual Switch Revert (s)** delay. With a revert delay set, this is where the second half of a momentary macro goes.
- **Repeats:** an "on" from the Home app or a keypad fires the On event every time, even when the switch is already on, so a Home scene re-runs your programming. A Control4 command that finds the switch already on leaves the event alone, so two switches programmed to follow each other settle rather than loop.

Variables

Eight Boolean variables, read only and always present, whatever the Virtual Switches count: **Virtual Switch 1**, **Virtual Switch 2**, **Virtual Switch 3**, **Virtual Switch 4**, **Virtual Switch 5**, **Virtual Switch 6**, **Virtual Switch 7** and **Virtual Switch 8**.

Each holds the current state of its switch — `true` when on, `false` when off — and keeps the correct value through driver reloads and controller restarts. It changes whenever the switch changes: from the Home app, a keypad, a command or the revert delay. Use it in Composer programming conditionals, for example *If Virtual Switch 1 is true*. Change the switch with the Turn On, Turn Off and Toggle Virtual Switch commands.

Programming examples

These are the shapes a dealer writes in Composer's Programming view. The driver is shown here as **HomeKit Bridge**.

A Home app switch that runs a Control4 macro

Set **Virtual Switches** to **1**, **Virtual Switch Names** to **Movie Night** and **Virtual Switch Revert (s)** to **3**, then:

```
When HomeKit Bridge -> Virtual Switch 1 On:  
  Execute macro 'Movie Night'
```

"Hey Siri, turn on Movie Night" now runs the macro, and the tile returns to off by itself three seconds later.

Let Home app automations follow a Control4 mode

```
When 'Away' is executed:  
  HomeKit Bridge -> Turn On Virtual Switch  
    Switch: 2  
  
When 'Home' is executed:  
  HomeKit Bridge -> Turn Off Virtual Switch  
    Switch: 2
```

The household uses Virtual Switch 2 as the trigger of a Home app automation.

Run a Home scene from a keypad double-tap

```
When Hall Keypad button 2 is double-tapped:  
  HomeKit Bridge -> Trigger Virtual Button  
    Button: 1  
    Press: Double Press
```

In the Home app, the household assigns a scene to Double Press on Virtual Button 1.

Check a switch in a conditional

```
When Front Door is opened:  
  If HomeKit Bridge -> Virtual Switch 3 is true:  
    Set Hall lights to 100%
```

Working with the bridge

Several HomeKit Bridges in one project

Add one HomeKit Bridge driver to each room that needs its own bridge. Every copy is a separate bridge in the Home app, with its own **Setup Code**, its own four-character code at the start of its name, and its own **Paired Controllers** count. The household adds each one separately.

- **Leave Listen Port at 0 on every copy**, so each picks its own port.
- **Nothing else needs setting between the copies**. They work side by side automatically, and a short note at the end of each **ready** line on Status is normal.
- **Keep every copy on the same driver version**, and update them together.
- **Publish each room once**. If a room's television is published by two copies, Last Error and Rooms Published say so; set Room TV to **Off** on one of them.

Each copy appears as its own bridge under Add Accessory, and the four leading characters tell them apart even when the rooms have similar names.

Updating the driver

Install a new version with Composer's **Add or Update** (Update Driver). The bridge keeps its **Setup Code**, its four-character code and name, and every pairing, so the household's Home app goes on working with nothing to re-add. Pairings, the setup code and the published devices also survive a controller reboot.

- After updating, check that **Driver Version** shows the new number on every HomeKit Bridge in the project. **Last Error** is cleared by the restart.
- **Always update in place**. A driver that is deleted and added again is a brand-new bridge with a new setup code; the household would then remove the old bridge from the Home app and add the new one. Add or Update keeps everything.

When changes reach the Home app

- **Project changes**. When a picked device is removed or renamed in the project, or a published lighting scene is renamed or deleted, the Home app picks up the change by itself a few seconds after the last change, with nobody re-adding the bridge. A device newly added to the project appears once it is picked in its Select property, and a new lighting scene once it is picked in **Add Lighting Scene**.
- **Select properties**. The same happens whenever a Select property on this driver is changed. A new device appears in the Home app once it is picked in its matching Select property.
- **Deleted devices**. If a Select property lists a device that has since been deleted from the project, **Last Error** asks you to re-select.
- **On demand**. Press **Rescan Devices** to do the same at any time, for example to bring a tile back in step with Control4.

Troubleshooting

Read Status and Last Error first. They need no logging at all, and Last Error is blank whenever nothing has failed.

Rule out the licence before anything else. If Status or Last Error starts with **NOT LICENSED**, see [Licensing and support](#).

Adding and reaching the bridge

WHAT YOU SEE	WHAT TO DO
The bridge is missing from the Home app's Add Accessory list	Check that Status reads ready , press Re-announce On The Network , wait a few seconds and reopen Add Accessory. Make sure the iPhone or iPad is on the same network as the controller. A bridge already added to a home leaves the list: remove it from that home, or run Reset Pairings , to add it again.
Two bridges look alike under Add Accessory	Match the four characters at the start of each tile against the Bridge Name or Setup Code row of each driver.
The Home app could not add the bridge, or Last Error says a phone could not finish adding this bridge; check the setup code and try again	Re-type the eight digits exactly as shown on the Setup Code row, or press Show Setup Code and read them from Status.
Last Error says pairing is locked until Reset Pairings is run	Press Reset Pairings , then add the bridge again with the same Setup Code.
Last Error says a phone this bridge does not recognise was refused	If that phone belongs to this home, remove the bridge in the Home app and add it again.
Last Error says a paired phone could not reconnect; it will retry on its own	Give it a minute. If devices still show No Response, press Re-announce On The Network .

WHAT YOU SEE	WHAT TO DO
Devices show No Response after the controller moved network or got a new address	Press Re-announce On The Network , wait a few seconds and reopen the Home app. If they still show No Response, press Report Bridge State with Log Level at 3 – Info and Log Mode at Print and Log , and send the log to DTI support.
Status says the bridge could not start on its port	Set Listen Port to 0 , restart the controller, and check Status again.
Status says the bridge is still waiting to appear on the network	Wait a minute and check Status again. If the line stays, restart the controller.
Status reads starting for a long time, or says the driver failed to start	Read Last Error. If it does not say what to do, set Log Mode to Print and Log and Log Level to 3 – Info , restart the controller, and send the log to DTI support — see Getting a log for support .
An action writes the bridge has not finished starting to Last Error	Wait until Status reads ready , then press the action again.

Devices in the Home app

WHAT YOU SEE	WHAT TO DO
Devices Published is lower than the number of devices picked, or Last Error says some picked devices will not appear	Set Log Level to 3 – Info and Log Mode to Print , press Rescan Devices , and read the log. It names each device and the reason.
Last Error says selected devices are no longer in the project	Open the Select properties and re-select the devices you want.
A new or renamed device does not show in the Home app	Make sure it is picked in its Select property, then press Rescan Devices and wait a few seconds.

WHAT YOU SEE	WHAT TO DO
A tile does not follow changes made from a keypad or Navigator	Press Rescan Devices .
A tile is missing or shows an unexpected value	Press Report Published Accessories with Log Level at 3 – Info , and compare its lines with the Home app.
A new name does not show on an iPhone that already has the bridge	Rename the tile in the Home app.

Lights, scenes and climate

WHAT YOU SEE	WHAT TO DO
A socket shows in the Home app as a light bulb	Add that load to Select Outlets .
A shade shows in the Home app as a door or window	Remove it from Select Doors and Select Windows , and keep it in Select Shades .
A newly created scene is missing from Add Lighting Scene	Pick Refresh scene list at the bottom of the list.
Lighting Scenes Published reads no Advanced Lighting agent in this project	Add the Advanced Lighting agent in Composer, create the scenes, then pick Refresh scene list .
Lighting Scenes Published reads the lighting agent reports no scenes	Create scenes in the Advanced Lighting agent, then pick Refresh scene list .
A scene picked from the list does not seem to take	The list always goes back to its prompt after a pick. Check Lighting Scenes Published , and pick the scene again if it is not listed.

WHAT YOU SEE	WHAT TO DO
Turning a scene switch off in the Home app has no visible effect	Set a Toggle scene for that scene in Composer's Advanced Lighting agent, for example an all-off scene. The Home app's Off runs it.
A thermostat's mode choices in the Home app do not match the system after its modes were changed in Composer	Press Rescan Devices .
A thermostat picked in Select Temperature Sensors shows as a temperature sensor instead of a thermostat	Remove it from Select Temperature Sensors (and Select Humidity Sensors) and keep it in Select Thermostats .

Sensors, relays, doors and locks

WHAT YOU SEE	WHAT TO DO
A door or window contact shows Open when it is shut	Add it to Inverted Sensors and Relays .
A motion or occupancy sensor shows motion or Occupied in an empty room	Add it to Inverted Sensors and Relays .
A leak, smoke or carbon monoxide sensor shows an alarm while all is quiet	Add it to Inverted Sensors and Relays , then test it again.
The doorbell rings when the button is released instead of when it is pressed	Add it to Inverted Sensors and Relays .
A relay switch opens when turned On	Add it to Inverted Sensors and Relays .
A relay-driven lock shows Unlocked when it is locked	Add it to Inverted Sensors and Relays .

WHAT YOU SEE	WHAT TO DO
A gate opener or igniter stays latched when turned On	Add it to Momentary Relays ; it must also be in Select Relays .
A momentary relay or single-relay garage door does not respond to a press	Increase Relay Pulse (ms) so the press lasts long enough for the equipment.
A garage door tile goes back to its previous position about a minute after a command	The opener did not act on the command. Test the opener from Navigator and check its own driver and wiring. With Log Mode on and Log Level at 3 – Info , the log names the door.
A bound temperature or humidity sensor shows a fault	Make sure the bound device is online, then wait for its reading to change — for example, warm the probe. The fault clears on the first reading. If needed, unbind and rebind the connection.
A sensor, doorbell or relay you want to publish is not offered in its Select list	Contact DTI support with the output of Probe Sensors and Relays (diagnostic) .

Security partitions

WHAT YOU SEE	WHAT TO DO
No security tile in the Home app	Check that Select Security System names the panel, then read Security Partitions .
Security Partitions reads the selected security system is no longer in the project	Choose the panel again in Select Security System.
A partition is marked hidden	Pick it in Show Partition .
A partition is marked inactive	Switch it on at the panel; it is added automatically.

WHAT YOU SEE	WHAT TO DO
Security Partitions reads no partitions found on this panel	Contact DTI support; they will ask for the output of Probe Security (diagnostic) .
Home or Night is missing from the tile	Set Arm Mode for Home or Arm Mode for Night to the panel's word for that mode. Not used leaves that mode off the tile.
Tapping Away does nothing, and Security Partitions shows (no match: set Arm Mode for Away)	Pick the panel's full-arm word in Arm Mode for Away .
Arming from the Home app springs back while a door or window is open	Close what is open and arm again, or set Bypass Open Zones When Arming to True .
An arm or disarm from the Home app does not take, and Last Error names the partition	Check that Security Arm Code holds a user code the panel accepts for arming and disarming, and check Bypass Open Zones When Arming.
The Arm Mode drop-downs list no panel mode names	Contact DTI support; they will ask for the output of Probe Security (diagnostic) .

Rooms, televisions and speaker zones

WHAT YOU SEE	WHAT TO DO
A room is missing from the Home app's Add Accessory list	Pick the room in Configure Room and check that Room TV is not Off and that Setup Code (TV) shows a code. Then use Add Accessory, More options, and choose the name shown in brackets.
Rooms Published says has no activities to publish	Add watch or listen activities to the room in Composer. For an audio-only room, set Room TV to Listen activities .

WHAT YOU SEE	WHAT TO DO
Rooms Published says not selected ... No Response in the Home app	Choose the room again in Select Rooms , or remove its tile from the Home app if it is no longer wanted.
Rooms Published says ALSO published by HomeKit bridge ...	Set Room TV to Off , or remove the room from Select Rooms, on one of the two drivers.
Rooms Published says could not be started, see Last Error	Read Last Error for the reason.
Last Error says a room's pairing is locked after wrong setup codes, or the room fails every time it is added	Pick the room in Configure Room, run Reset TV Identity And Pairings , remove any old tile for it from the Home app, and add it again with the new code from Setup Code (TV).
An action reports that it needs a room	Pick the room in Configure Room first. If the list already shows it, pick another room and then pick it back.
Turning the television on starts the wrong activity	Type the wanted activity's Control4 name in Default Activity .
The input list is cluttered	List the activities to hide, separated by commas, in Hidden Activities .
Two rooms with the same name in the Add Accessory list	Match the four characters at the front of the name with the name in brackets in each room's Setup Code (TV).

Virtual switches and virtual buttons

WHAT YOU SEE	WHAT TO DO
Tapping a virtual switch in the Home app runs no programming	Check that the programming is attached to the Virtual Switch N On / Off events of this HomeKit Bridge, with the same number. Also check Status for a licence message.

WHAT YOU SEE	WHAT TO DO
A macro switch tile stays On after tapping	Set Virtual Switch Revert (s) to a few seconds.
Last Error reads virtual switch N is not published	Raise Virtual Switches to at least N, or change the Switch number in the command.
Last Error reads a keypad pressed virtual switch N, which is not published; raise Virtual Switches to at least N	Raise Virtual Switches, or bind the keypad button to a switch number within the count.
Last Error reads virtual button N: not published	Raise Virtual Buttons to at least N, or change the Button number in the Trigger Virtual Button command.
A keypad LED does not match the switch	Check that the button is bound to the right Virtual Switch N On or Off connection, and that N is within Virtual Switches. The On connection's LED lights while the switch is on; the Off connection's LED lights while it is off.
A virtual button press does nothing in the Home app	In the Home app, open the button and assign an action to that press type (Single, Double or Long Press). Check that the household has a home hub set up.

Licence and updates

WHAT YOU SEE	WHAT TO DO
Status reads NOT LICENSED and the Home app shows No Response	On DriverCentral: check Cloud Status , and make sure the DriverCentral Cloud driver is in the project and the licence is assigned to it. On DTI: set Activation Method to DTI and enter the key. Once the licence is valid, the bridge comes back within seconds and every iPhone and iPad reconnects without re-pairing.

WHAT YOU SEE	WHAT TO DO
Activation Status reads Key looks wrong	Paste the whole 47-character key again.
Activation Status reads Activated for a different controller	Ask DTI Automation to issue the licence for this controller.
Activation Status reads Trial ended – activation key required	Enter the key from DTI Automation in Activation Key .
Activation Status reads Activated, followed by a note that the activation server is out of reach	The licence is fine. Check the controller's internet access; there is no need to re-enter the key.
Last Error says another HomeKit bridge in the project runs an older version	Update every HomeKit Bridge driver in the project to the same version.
After an update the driver behaves as before	Check that Driver Version shows the new number. If it does not, install the new version again with Composer's Add or Update.

Getting a log for support

1. **Log Mode** → **Print and Log**.
2. **Log Level** → **4 – Debug**. (**3 – Info** is enough for the report and diagnostic actions.)
3. Reproduce the problem.
4. Copy the Director log.
5. Put **Log Mode** back to **Off** (the driver does it for you after 45 minutes).

At the shipped defaults the driver writes **nothing at any level**. Both properties have to move. If a diagnostic action writes nothing, check both settings and run it again.

Licensing and support

This driver carries **two** licence systems and **either one satisfies it**:

- **DriverCentral**, for dealers who bought it on drivercentral.io. Leave **Activation Method** at **DriverCentral**. Add the DriverCentral Cloud driver to the project, register it to your drivercentral.io account and assign the licence. **Cloud Status** shows the account state.
- **DTI activation**, for dealers who bought it directly from DTI Automation. Set **Activation Method** to **DTI**, paste the 47-character key into **Activation Key**, and wait for **Activation Status** to read **Activated**. The controller needs internet access to activate.

You need only the one that matches where you bought the driver. A valid licence from either system keeps the bridge working, whatever Activation Method is set to. See [Cloud Settings and DTI Activation](#).

While either licence is valid, the driver behaves exactly as documented here.

Trial period

A new install runs on a 30-day trial while the licence is arranged. There is nothing to do to start it.

- **DriverCentral's** trial runs on the calendar and is shown in **Cloud Status**.
- **DTI's** trial is 30 days, shown in **Activation Status** as **Trial – N hour(s) left**. It starts automatically shortly after the driver is first added; the controller needs internet access for that.

Activation Method decides which of the two is on screen. Before the trial ends, assign the DriverCentral licence or enter the DTI key. A key that DTI does not recognise leaves a running trial in place, and Last Error explains what to check.

When the licence needs attention

When no licence or trial is valid, **Status** and **Last Error** start with **NOT LICENSED** and say what to do, and the Home app shows the bridge's devices as No Response. **Reset Pairings** stays available at all times, so a project can be handed over cleanly.

The households' pairings are kept. Fix the licence — renew or assign it on drivercentral.io, or enter a DTI key — and within a few seconds Status returns to normal, the licence sentence clears from Last Error, and every paired iPhone and iPad reconnects by itself. Nobody re-pairs anything, and no reload or controller restart is needed.

Before you contact support

Have these ready. They answer most of the first round of questions:

1. **Driver Version**, exactly as the property reads it.

2. **Status**, **Last Error** and **Devices Published**, copied out.
3. The controller model and its OS version.
4. The iPhone or iPad's iOS version, and the home hub model.
5. What you did, and what happened instead.
6. A log, if the problem can be reproduced — see [Getting a log for support](#). Include the lines from **Report Bridge State**.

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