



MULTIWAY LIGHTING BUTTON

This **MultiWay Lighting Button** driver allows you to control several lights in a variety of patterns from a single keypad button. While it is possible to control several lights using Single/Double/Triple taps, there is always a delay in the process. This driver offers an innovative approach where the first light is turned On without delay. Successive taps run through the selected pattern of lights until the user has reached the desired setup.

Use case: you have two lights where you typically want the first light to come On when tapping the button. Sometimes, however, you want the second light to come On instead or also both lights to come On. The driver would allow you to implement this via 3 consecutive taps (see the table '*L1 and L2 Connected*' below, pattern '*One at a time then all*')

The driver offers several options for managing the button's LED, and it also provides an Experience Button which acts as tapping the keypad button.

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.
- Connect up to 5 lights and/or Advanced Lighting Scenes. Always use their TOGGLE binding and ensure the Advanced Lighting Scenes have a Toggle Scene to turn their lights Off. It is important to connect lights and Scenes consecutively starting with L1 (do not skip connections). Also, lights/Scenes which have long ramp rates may be confusing for the user as well as for the driver.
- Based on how many connections are made, the driver will offer available patterns. Select a MultiWay pattern using the property.
- Review the other properties to ensure they are appropriate for your environment.
- When you are done, Refresh Navigators.

PROPERTIES

- **Cloud Status** displays the status of the DriverCentral license or trial.
- **Automatic Updates** may be set to On 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.
- **Number of Connected Lights/Scenes:** this informational property shows how many *consecutive* lights/Scenes have been connected starting with L1.
- **Select MultiWay Pattern** allows you to select a pattern based on the number of connected lights/Scenes.
- **Selected Pattern:** this informational property shows which pattern has been selected.
- **MultiWay Window Interval:** allows you to reduce or increase the default 4 second interval (which should be adequate for most situations). An interval which is too low may force the user to select the right setup too quickly and an interval which is too long may confuse the user (if the user stops tapping mid-sequence, the driver will not reset to Step 1 until the window interval ends).
- **MultiWay First Tap :** specifies what happens on the first tap on the button. ‘Forces Sequence Start’ implements the Step 1 state regardless of the current state of the Loads. The other options turn all Loads Off depending on the initial state, getting immediately ready for Step 1 as the next step.
- **Button OFF Color:** selects the color or source of color to be sent to the keypad button LED when all connected lights/Scenes are Off/Inactive. The Experience Button has only one ‘Off’ state, however.
- **Button ON Color:** selects the color or source of color to be sent to the keypad button LED when one of the connected lights/Scenes is On/Active. The Experience Button has several colors available and will attempt to match the sent color as much as possible.

MULTIWAY FUNCTION

MultiWay enables you to control up to 5 lights and/or Advanced Lighting Scenes using a single button. Several patterns are available, selectable using the drop-down property. It is important to connect to the **Toggle** connections of such lights/Advanced Lighting Scenes. Advanced Lighting Scenes must have a Toggle Scene (to turn the lights Off) or use the ‘Default Off Toggle’.

Operation: the driver provides a MultiWay window (4 seconds by default – it may be changed via the property) to successively tap the keypad button until the desired step is achieved. The first step is handled as per the ‘MultiWay First Tap’ property. The window delay is reset with each tap and after the last step or after the window delay ends, the driver is immediately readied for Step 1. You may also Press&Hold the button to either turn all its lights On (when they are initially all Off) or Off (when any of the connected lights is initially On).

The following tables illustrate the different patterns available with successive taps of the button during the Multiway window.

L1 only connected	Step 1	Step 2
Simple	●	○

L1 and L2 connected	Step 1	Step 2	Step 3	Step 4
	(L1, L2)	(L1, L2)	(L1, L2)	(L1, L2)
Sequential	●○	○●	○○	
Build-up	●○	●●	○○	
Build-up reversed	○●	●●	○○	
2-light, 3-way	●○	○●	●●	○○
Build-up, ramp down V1	●○	●●	○●	○○
Build-up, ramp down V2	●○	●●	●○	○○
One at a time then all	●○	○●	●●	○○

L1, L2 and L3 connected	Step 1	Step 2	Step 3	Step 4	Step 5	Step 6
	(L1, L2, L3)	(L1, L2, L3)	(L1, L2, L3)	(L1, L2, L3)	(L1, L2, L3)	(L1, L2, L3)
Sequential	●○○	○●○	○○●	○○○		
Build-up	●○○	●●○	●●●	○○○		
Build-up reversed	○○●	○●●	●●●	○○○		
2-light, 3-way	●○○	○●○	●●○	○○○		
3-light, 3-way V1	●○○	○●○	○○●	○○○		
3-light, 3-way V2	●○○	●●○	○○●	○○○		
Build-up, ramp down V1	●○○	●●○	●●●	○●●	○○●	○○○
Build-up, ramp down V2	●○○	●●○	●●●	●●○	●○○	○○○
One at a time then all	●○○	○●○	○○●	●●●	○○○	

When L4 and optionally L5 are also connected, the following patterns are available and follow a sequence similar to the tables above:

- Sequential
- Build-up
- Build-up reversed
- One at a time then all

Legend: ● = Light On ○ = Light Off

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.

CHANGELOG

10.0.0 October 9, 2026 Initial Release

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