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 a few lights using Single/Double/Triple taps, this is limited and 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. Several pre-defined patterns are provided, and Custom patterns may be specified for maximum flexibility.

Use case: you have three lights where you typically want the first light to come On when tapping the button. Sometimes, however, you want the second or third light to come On instead or also all three lights to come On. The driver would allow you to implement this via 4 consecutive taps (see the table *'L1, L2 and L3 Connected'* below, pattern '*Sequential then all ON*')

The driver offers several options for managing the button's LED, and it also provides an Experience Button as well as a programming command which both act as tapping the keypad button.

NEW The driver features a new Webview facility available on Control4 touchscreens as well as on the iOS/Android apps. This allows the user to easily modify Custom Patterns as well as Activate any available pattern.

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 10 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 should be avoided, as they may be confusing for the user as well as for the driver.

- If you plan to use one or more Custom Patterns, specify them at this time. At least two connections are required for Custom Patterns to be available.

- Based on how many connections are made, the driver will offer available patterns. Select a MultiWay pattern using the *'Select MultiWay Pattern'* property.

- Review the other properties to ensure they are appropriate for your environment.

- Rename the driver and optionally its Setup component as appropriate for the user. You may want to show the driver's Experience button and/or its Webview Setup button in Navigators. Proceed the same way as for any Experience button.

- 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. Patterns selected via this property also become the Default Pattern (see below).
- **Optional Custom Pattern x** allows you to specify up to 3 Custom Patterns, as long as at least two connections are made (L1 and L2). Each pattern is specified as ***NEW*** an optional name for the pattern, followed by a series of steps (corresponding to Taps on the keypad button during the MultiWay Window Interval. The optional name and all steps are separated by commas, and each step contains 1 (ON) or 0 (OFF) for each corresponding Light/Scene. For example (assuming L1 to L4 are connected), a Custom Pattern of 0001,0111,1111,1100,0000 would have 5 steps with the 4 lights being set as indicated by the 1s and 0s in each step. There is no real limit to how many steps may be specified and it is a good practice to have an all Off step as the last step.

  You may also activate a Custom Pattern (as well as predefined patterns) using the *'Change MultiWay Pattern'* programming command. This may be useful if you wish to have a 'Day' pattern and a 'Night' pattern, for example, or perhaps an 'Adjacent Room On' pattern and an 'Adjacent Room Off' pattern. Possibilities are limitless.
- **Selected Pattern:** this informational property shows which pattern has been selected by either the *'Select MultiWay Pattern'* property or the *'Change MultiWay Pattern'* programming command.
- **Default Pattern:** this informational property shows which pattern would be restored by the '*Change MultiWay Pattern'* programming command. It is set by the most recently used '*Select MultiWay Pattern'* property.
- **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 10 lights and/or Advanced Lighting Scenes using a single button. Several patterns are available, selectable using the drop-down property, including optional Custom Patterns. 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 in 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 ready for Step 1. You may also Press&Hold the keypad 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	●○	○●	○○	
Sequential then all ON	●○	○●	●●	○○
Build up	●○	●●	○○	
Build up reversed	○●	●●	○○	
2-light, 3-way	●○	○●	●●	○○
Build up, ramp down V1	●○	●●	○●	○○
Build up, ramp down V2	●○	●●	●○	○○
Custom Pattens	TBD	TBD	TBD	TBD

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	●○○	○●○	○○●	○○○		
Sequential then all ON	●○○	○●○	○○●	●●●	○○○	
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	●○○	●●○	●●●	●●○	●○○	○○○
Custom Patterns	TBD	TBD	TBD	TBD	TBD	TBD

Legend: ● = Light On ○ = Light Off

When L4 and up to L10 are also connected, the following patterns are available and follow a sequence similar to the tables above:

- Sequential
- Sequential then all ON
- Build up
- Build up reversed
- Custom Patterns

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
11.0.0	October 21, 2026	Now up to 10 controllable lights/Scenes, added Custom Patterns
12.0.0	November 18, 2026	Added Webview capability, optional naming of Custom Patterns

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