



DOMOSAPIENS KEYPAD MULTI CONNECTOR DRIVER

This Keypad Multi Connector (KMC) driver allows you to connect several BUTTON_LINK devices to a single keypad button, which is normally not possible. The driver also has a flexible model for managing the colors and state of the real keypad button LED based on the controlled devices.

Up to ten devices may thus be controlled by a single keypad button. This approach may be more flexible than using Advanced Lighting Scenes or Blind Groups or even macros via programming, for example, as mix and match of device types with automatic LED feedback is now possible.

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 the driver's Output BUTTON_LINK binding to the desired physical keypad button.
- Connect up to 10 of the driver's Passthrough Connections to desired devices. Connecting to a device's Toggle binding is often the most flexible approach when using a single keypad button. Otherwise, make sure connections are consistent (all to Top or all to Bottom connections, for example). If you wish, you could install two instances of this driver, connected to two different physical keypad buttons (one for ON and one for OFF).

You may skip some Passthrough Connections, but make sure that the **Keypad LED Feedback** property is set accordingly.

- Determine the **Keypad LED Feedback** scheme and set the desired ON and OFF colors as appropriate. If you wish to use Native colors from connected devices, then verify that the ON and OFF colors are defined properly in each device. Also refer to the section **UNDERSTANDING STATE AND LED COLOR PRIORITIES** below.
- Operate the Passthrough devices by pressing the keypad button.

PROPERTIES

- **Cloud Status** displays the status of the DriverCentral license or trial.
- **Automatic Updates** may be set to yes to allow for DriverCentral updates.
- **Driver Version** displays the version of this driver.
- **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.
- **Driver Information** displays various status messages about the driver.
- **Keypad LED Feedback** allows you to specify how feedback to the keypad button LED will be obtained. If you select a specific Passthrough and that Passthrough is not connected, the keypad LED state will be OFF.
- **LED Override ON Color** is used to specify the color to be displayed on the keypad button LED when the obtained state is ON. Most popular colors are provided by name, but you may further customize the color. Using a Passthrough device's Native ON color is also possible and is based on the **Keypad LED Feedback** property. Also see the section **UNDERSTANDING STATE AND LED COLOR PRIORITIES** below.
- **LED Override OFF Color** is used to specify the color to be displayed on the keypad button LED when the obtained state is OFF. Most popular colors are provided by name, but you may further customize the color. Using a Passthrough device's Native OFF color is also possible and is based on the **Keypad LED Feedback** property. Also see the section **UNDERSTANDING STATE AND LED COLOR PRIORITIES** below.
- **Current Colors and State** displays the current colors (RGB values in hex) being used, the state (ON or OFF) as well as the source Passthrough connection used for the Native colors (if specified) and state.

UNDERSTANDING STATE AND LED COLOR PRIORITIES

The state to be used for the keypad button LED is determined by the Passthrough connection selected with the **Keypad LED Feedback** property. Selecting one of the *'Follow Passthrough x'* options is straightforward, if it has a device connected (otherwise, the state will always be OFF). *'Follow lowest connected Passthrough'* will lock on to the lowest-numbered Passthrough which is connected to a device. *'Follow most recently received Passthrough'* will use the most recently received state (ON or OFF) from any of the connected devices. The option *'ON when all connected Passthroughs are ON, OFF otherwise'* is like Tracking All Loads in Advanced Lighting Scenes. Similarly, *'ON when any connected Passthrough is ON, OFF otherwise'* is like Tracking Any Load in Advanced Lighting Scenes.

The ON and OFF colors are specified by the **LED Override ON/OFF Color** properties. If you select *'Use native color'* for either, the driver will use the color supplied by the same Passthrough connection used for the state (in unavailable, default colors are Blue for ON and Black for OFF). When *'ON when all...'* is selected, the lowest-numbered connected Passthrough device is used for state and color. When *'ON when any...'* is selected and at least one connected Passthrough device is ON, then its state and color are used. Otherwise (all connected devices are OFF), the lowest-numbered connected Passthrough device is used for Native color.

SUPPORT

For support on this driver please go to <https://help.drivercentral.io/>. Give a detailed description of the problem and also include the version number of the driver and the version of Control4 OS that 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 December 2, 2022 Initial Release