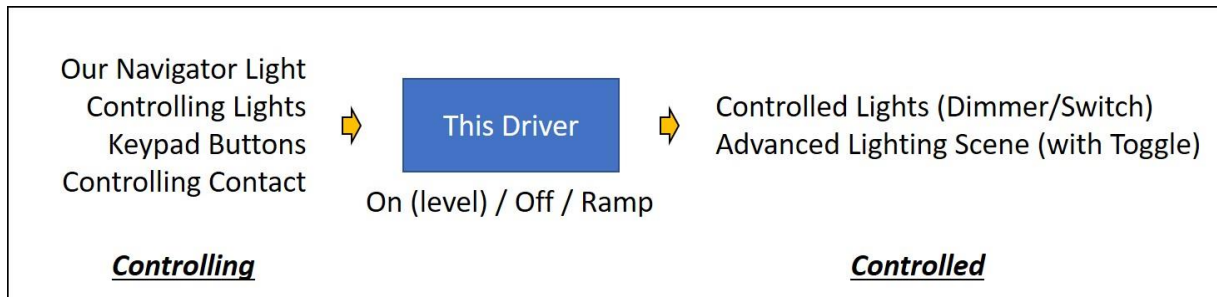




## DOMOSAPIENS ADVANCED LIGHTING GROUP DRIVER

This driver manages lighting groups and offers significantly more functionality and flexibility compared to the standard Dimmer Load Group drivers. This driver also gives you a different approach to managing lights as a group, compared to using Advanced Lighting Scenes.

**IMPORTANT NOTE:** please pay attention below to the distinction between 'controlling' and 'controlled'.



Characteristics of this advanced driver:

- The driver controls a group of controlled lighting dimmers, switches and (up to 10) Advanced Lighting Scenes, based on controlling events:
  - Its Light in Navigators is operated (uses the dimmer model)
  - A controlling dimmer or switch is turned ON or OFF (several may be specified)
  - A connected keypad button is used (Top, Bottom, Toggle)
  - Its Controlling Contact (in Connections) is activated or deactivated
- Allows you to specify controlling dimmers and switches separately from controlled dimmers/switches/Scenes.
- Minimum ON levels may be specified for a controlling dimmer before controlled switches are turned ON and Advanced Lighting Scenes are ACTIVATED.
- The Group is turned OFF when either one or all controlling dimmers/switches are turned OFF.
- Ramping of controlled dimmers is supported (but optional) when holding a keypad button, with 5 to 20 steps between full OFF and full ON.
- The driver allows for controlled dimmers/switches/Scenes to be operated individually. Thus, a Group may be considered ON, OFF or MIXED and appropriate feedback is provided.
- Advanced Lighting Scenes are fully supported, and the driver directly interfaces with the Advanced Lighting Agent. The driver itself may even be included in an Advanced Lighting Scene, but use this carefully to avoid circular references.

- A programming command is available to flash the Group (controlled dimmers/switches/Scenes):
  - Start and stop flashing
  - Flash only once, twice or three times
  - Flash once, twice or three times repeatedly until stopped (useful for user notifications)

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## 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.
- Select the controlling and the controlled lights. It is also possible to have a lighting load being both controlling and controlled, but use **carefully** as this may lead to complex scenarios. Also specify the number of Advanced Lighting Scenes to be controlled (or 0 for None), as well as select the Scenes themselves. Only Scenes with a Toggle state defined are supported.
- **IMPORTANT:** specify a given dimmer/switch in ONLY ONE of the three Selection properties. Doing otherwise will yield unpredictable results.
- If a Controlling Contact is to be used, connect it and specify its normal state.
- If a controlling dimmer is used, controlled dimmers will be set to the same level as the controlling dimmer. However, controlled switches and Scenes will be turned ON/ACTIVATED only when the controlling dimmer is set at or above certain levels. Specify these thresholds as appropriate (the default values of 1% mean the switches and Scenes are turned ON/ACTIVATED when a controlling dimmer is ON at any level (1% to 100%).
- If a controlling switch is used, controlled dimmers will be set to the Preset Level, as specified in the Properties area.
- When you are done, Refresh Navigators.

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## ADVANCED PROPERTIES

**Cloud Status** displays the status of the DriverCentral license or trial.

**Automatic Updates** may be set to yes to allow for DriverCentral updates.

**Driver Version** displays the version of this driver.

**Driver Information** displays various status messages about the driver.

**Debug Mode** turns Debug Mode Off or On (with output to the Lua Output window).

**Debug Duration in Minutes** sets the duration of Debug On.

**Controlling only Lights** allows you to select the lighting loads (dimmers and/or switches) which will control the Group when they are turned ON or OFF, or at a given level % for dimmers. The Controlling only Lights are not considered as part of the Group (in other words, they are never operated by the driver).

**Controlling and Controlled Lights** allows you to select the lighting loads (dimmers and/or switches) which will control the Group when they are turned ON or OFF, or at a given level % for dimmers. The Controlling and Controlled Lights are considered as part of the Group and are operated whenever the Group is operated.

**Controlled Lights** allows you to specify the lighting loads (dimmers and/or switches) which are part of the Group. These loads are operated whenever the Group is operated.

**Controlling Contact Is** specifies the normal state of the Controlling Contact, when connected. When the Contact is set to the reverse position, the Group is turned ON and vice-versa.

**Group Level Threshold for Turning Switches ON (1-100%)** allows you to specify the minimum level threshold for turning controlled switches ON. For example, you could specify that controlled switches will only be turned ON when a controlling dimmer is set to 50% or above. Otherwise, the controlled switches would be turned OFF. The default value of 1% allows for controlled switches to be turned ON whenever a controlling dimmer is NOT OFF.

**Group Turned OFF When** allows you to specify if the Group (all the controlled dimmers, switches and Scenes) will be turned OFF when one of the controlling dimmers/switches/contact is turned OFF or if ALL controlling dimmers/switches/contact need to be OFF for the Group to be turned OFF.

**Level Feedback to Proxy** determines what feedback will be sent by the driver to the Proxy/Navigator based on the status of the Group (controlled dimmers/switches/Scenes). The default is usually appropriate for most situations (*Highest-level controlled dimmer present, otherwise 100% when anything controlled is ON/ACTIVE*).

**Current Group State:** displays the current state of the Group (all controlled dimmers, switches and Scenes).

**(\*new\*) Default Level when Turned ON by Switch/Contact** defines the level to be used when the Group is turned ON by a controlling switch or Scene, by a keypad button or by programming. When the Group is activated by a dimmer, the dimmer's level is used. This property replaces the 'Preset Level' property used in earlier versions of this driver.

**Button Hold Ramping Interval** allows you to specify the ramping steps to be used by the driver when a keypad button is pressed and held. As this driver is designed to ramp a diverse set of devices, it simulates ramping by issuing a series of level steps (for example, 10%, 20%, 30% etc.). Please note that this applies only to controlled dimmers. If the default 10% works in your installation use it. Otherwise, you may try the more 'granular' 7% or even 5%, but they may cause the driver to overload the actual dimmer drivers with commands. The less 'granular' 15% and 20% may be used if you notice that ramping is irregular (the dimmer drivers are overloaded), but the ramping steps will be much more visible. When a keypad button is held, switches and Scenes (which can only be ON/ACTIVE or OFF/INACTIVE) are handled based on the dimmer level or, if no dimmer is controlled, immediately.

**Selectors for Keypad Color:** these three properties specify the LED colors to be set on connected keypad buttons based on the status of the Group (controlled dimmers, switches and Scenes). Normally, this would be ON or OFF, but may also be MIXED if some devices have been manually changed after the Group has been operated.

### **Advanced Lighting Scenes**

Advanced Lighting Scenes may optionally be controlled as part of the Group. As such, they would be operated (ACTIVATED or DEACTIVATED) the same way as switches. They do, however, have their own property for the Threshold level (see below) for maximum flexibility.

**Number of Controlled Advanced Lighting Scenes** specifies how many Scenes will be controlled. This causes the corresponding number of properties to be displayed. Up to 10 Scenes may be selected.

**Group Level Threshold for Activating Scenes (1-100%)** allows you to specify the minimum level threshold for activating controlled Advanced Lighting Scenes. For example, you could specify that controlled Scenes will only be ACTIVATED when a controlling dimmer is set to 50% or above. Otherwise, the controlled Scenes would be DEACTIVATED. The default value of 1% allows for controlled Scenes to be ACTIVATED whenever a controlling dimmer is NOT OFF.

**Select Advanced Lighting Scene x** allows you to select an Advanced Lighting Scene from a drop-down list. This list is obtained automatically from the Advanced Lighting Agent in the project and only Scenes with a Toggle Scene defined are listed, as this is required for the proper operation of this driver.

**Selected Advanced Lighting Scene x** displays the selected Scene as well as its current state.

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## **PROGRAMMING**

Normal programming commands for a lighting dimmer are available. A Specific programming command is also available to start and stop flashing the Group (controlled lights and/or Scenes). The command also allows to flash once, twice or three times with an option to do this repeatedly, until stopped.

**IMPORTANT NOTE:** the flash command is not intended to manage a large number of lighting loads as this can easily overload the system. Use a maximum of 5 loads as a rule of thumb.

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## **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.

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## **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.

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## CHANGELOG

10.0.0	September 4, 2020	Initial Release
10.1.0	February 9, 2021	Several minor issues fixed.
10.2.0	May 9, 2021	Error fixed with ramping, documentation enhanced
10.3.0	August 14, 2021	Added Default Level property, removed Properties area, issues fixed
10.3.1	October 14, 2022	Unused capabilities were causing Composer Pro to crash
10.3.2	August 27, 2023	Fixed issue with keypad ramping