



(Better) Lutron QS Standalone Network Interface (NWK) Driver for Control4 version 3)

Quick Start Guide

Important note about this driver!

This driver is an enhanced version of the Lutron Standalone NWK driver available in Composer DB. It focusses mainly on simplifying the overall setup process and expand a lot the Shade experience by adding auto-discovery, auto-programming and a real Shade Group driver that operate at the hardware level for a perfectly synchronous shade group control.

This also mean this driver remain compatible with all the current Lutron QS (for NWK) drivers in Composer DB for Light, GRAFIK Eye, Motion Sensor and HVAC integration through the NWK Interface. (but give yourself a favor and don't use the Shade driver from the DB)

Prerequisites

Before installing the drivers to connect to a Lutron QS Standalone system, you need to make sure all your QS devices are properly installed, wired and powered over the QS bus. For hardware install and wiring instructions, please refer to the Lutron manual that comes with each of the Lutron QS devices.

Step-by-Step guide

Part 1: Adding and configuring the Lutron Standalone NWK (Domaudeo) driver to Control4

- 1-** Set the NWK IP using the provided DeviceIP.exe program (in Lutron SetIP Utility folder). If you plan to use RS-232, you don't need to do that.

The screenshot shows the Lutron SetIP Utility application window. The 'Application Tools' folder is open, displaying 'DeviceIP.exe' and 'LutronSetIP.dll'. A red arrow points from 'DeviceIP.exe' to the 'Device IP' configuration window.

The 'Device IP' window is divided into three main sections:

- 1. Select Adapter - Select the NIC in this PC to use for Device Discovery**
This section contains a table of network adapters. The first row is highlighted with a red box and labeled '1':

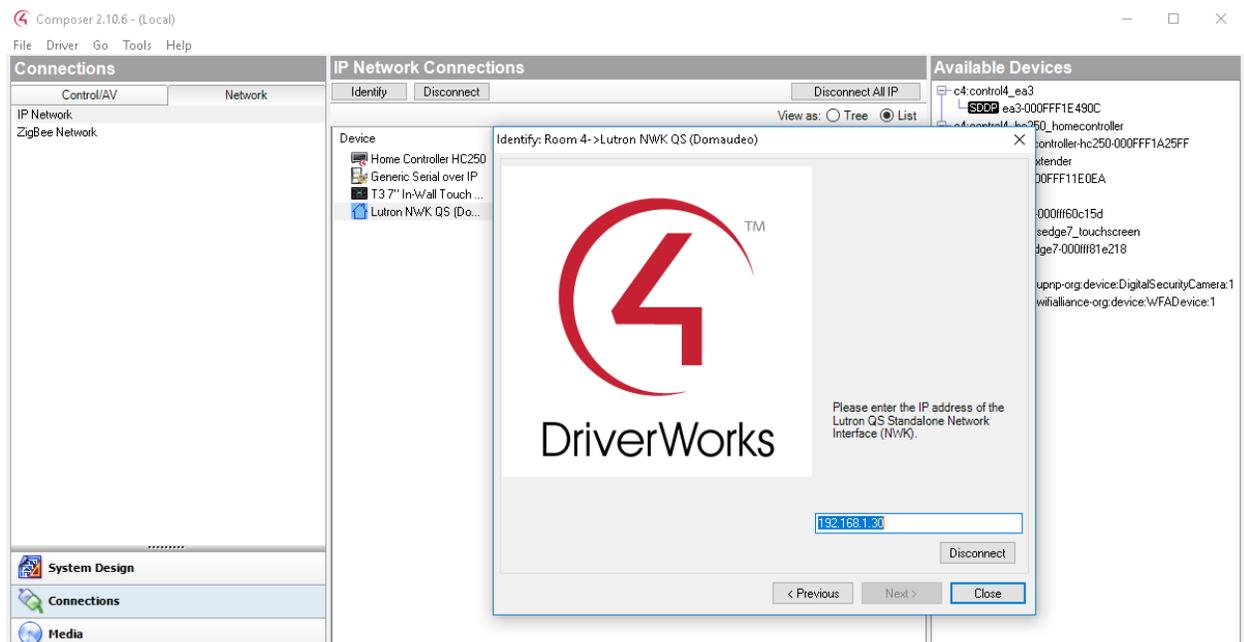
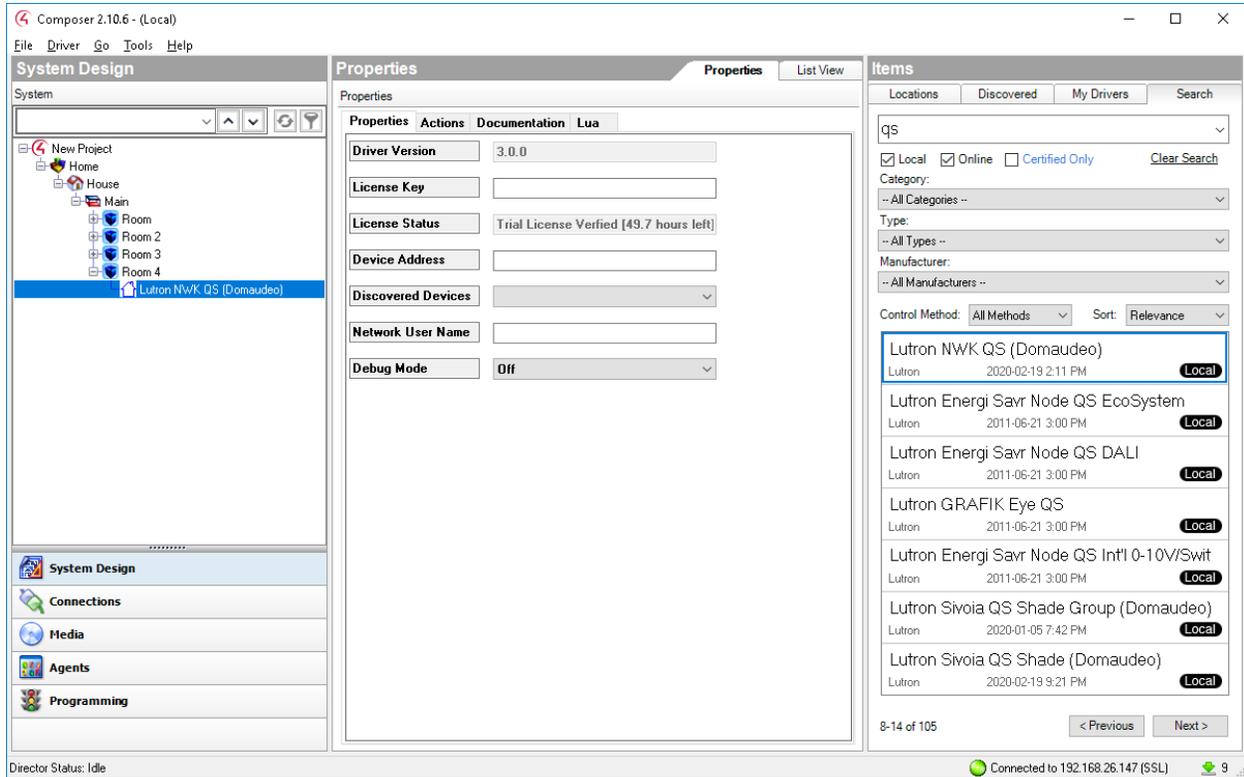
Name	Description	Status	IP Address	Subnet Mask	Gateway
Ethernet	Intel(R) Ethernet Connection (7) I2...	Up	192.168.1.98	255.255.255.0	192.168.1.99
Ethernet 2	T&P\Windows & dapter V9	Down	169.254.252...	...	0.0.0.0
- 2. Devices Found - Select a device in the list to view/edit its properties.**
This section contains a table of discovered devices. The first row is highlighted with a red box and labeled '2':

Device Type	MAC Address	IP Address	Address
GRAFIK Interface	00:0F:E7:08:43:D6	192.168.1.30	??
- 3. Device Properties - Edit the device's properties and press the "Update Device" button to reconfigure the device.**
This section contains a table of device properties. The 'IPADDR' row is highlighted with a red box and labeled '3':

Tag	Description	Value	Reset
MACADDR	MAC Address	00:0F:E7:08:43:D6	
CMDREV	Command Revision	3	
PRODFAM	Product Family	GRAFIK	
PRODTYPE	Product Type	Interface	
DEVTYPE	Device Type	GRAFIK Interface (T66)	
IPADDR	IP Address	192.168.1.30	Set to Default
SUBNETMK	Subnet Mask	255.255.255.0	Set to Default
GATEADDR	Gateway Address	192.168.1.99	Set to Default
TELPORT	Telnet Port	23	Set to Default
CODEVER	Device Code version	08.74	

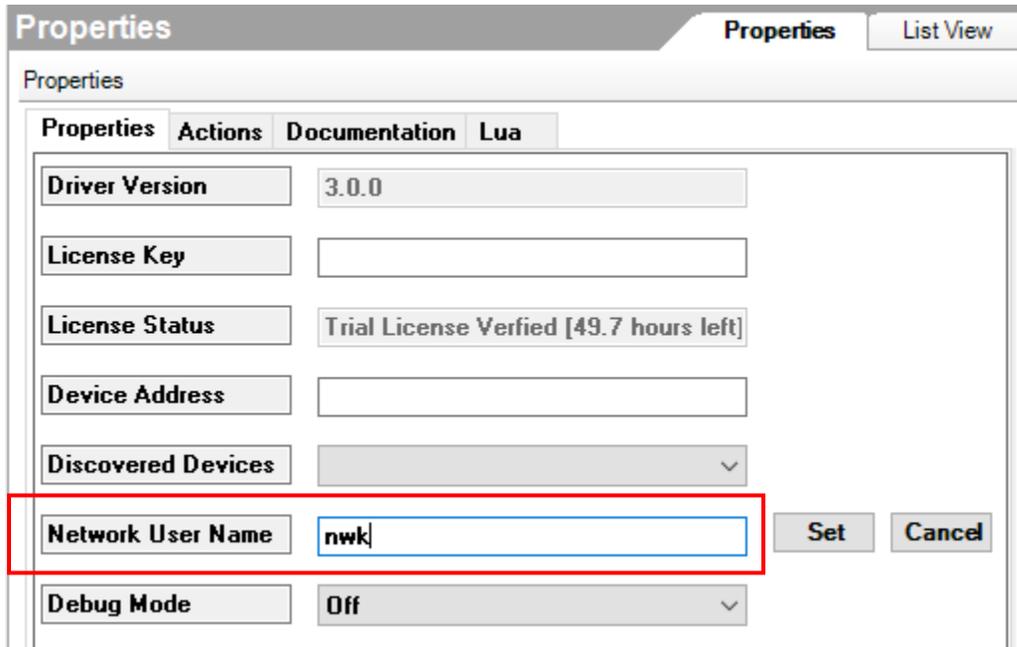
At the bottom of the window, there is an 'Update Device' button highlighted with a red box and labeled '4'. The version information at the bottom reads: Version: 0.15.4087, Copyright 2009 Lutron Electronics Co., Inc.

2- Add the driver to the project and set the IP address in Connection. For RS-232, configure the binding accordingly



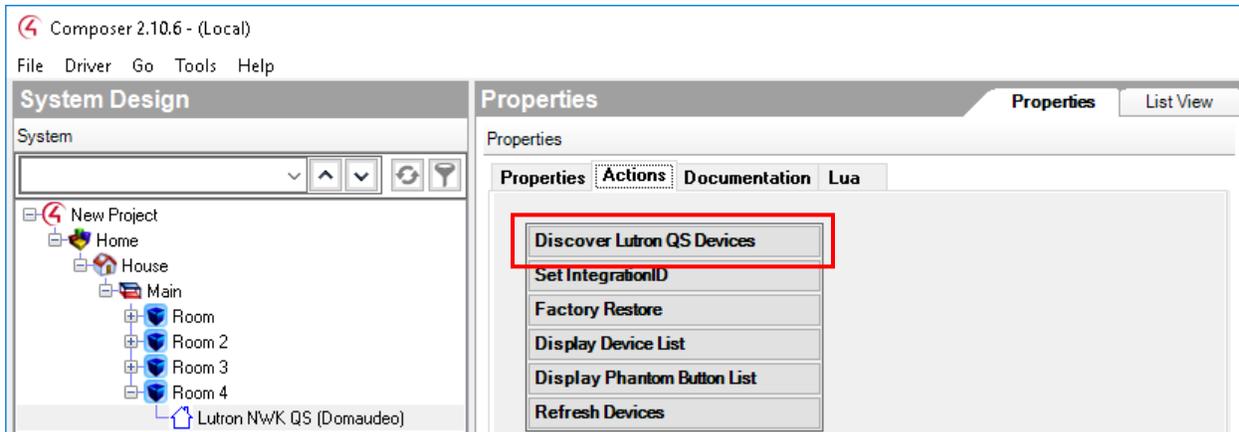
3- Enter the Network Username in the Properties

Default is *nwk*



The screenshot shows a 'Properties' dialog box with a 'List View' button. The 'Properties' tab is active, displaying several fields: 'Driver Version' (3.0.0), 'License Key' (empty), 'License Status' (Trial License Verified [49.7 hours left]), 'Device Address' (empty), 'Discovered Devices' (dropdown), 'Network User Name' (nwk), and 'Debug Mode' (Off). The 'Network User Name' field is highlighted with a red rectangle. 'Set' and 'Cancel' buttons are visible to the right.

4- Go to Actions and select *Discover Lutron QS Devices*



The screenshot shows the 'Composer 2.10.6 - (Local)' application. The 'System Design' pane on the left shows a project tree with 'Lutron NWK QS (Domaudeo)' selected. The 'Properties' dialog box is open, and the 'Actions' tab is active. The 'Discover Lutron QS Devices' action is highlighted with a red rectangle. Other actions listed include 'Set IntegrationID', 'Factory Restore', 'Display Device List', 'Display Phantom Button List', and 'Refresh Devices'.

5- Go back to Properties, the Discovered Devices field should be populated with your NWK address. Select it and click Set

Device Address	
Discovered Devices	<div style="border: 1px solid red; background-color: #e0e0e0; padding: 2px;">SN:0x02b43301 INTEGRATIONID:nwk FAMILY:CONTROL_INTERFACE(6) PRODUCT:QSE(1)</div>
Network User Name	
Debug Mode	Off

6- [New] Type a name in the Device Address Property, this will be the IntegrationID so keep it simple without special character

Device Address	<div style="border: 1px solid red; padding: 2px;">nwk</div>
Discovered Devices	SN:0x02b43301 INTEGRATIONID:nwk FAMILY:CONTROL_INTERFACE(6) PRODUCT:QSE(1)
Network User Name	nwk
Debug Mode	Off

7- [New] Go to Actions and select Set IntegrationID

The screenshot shows the Composer 2.10.6 interface. On the left is the 'System Design' tree with a hierarchy: New Project > Home > House > Main > Room, Room 2, Room 3, Room 4, and Lutron NWK QS (Domaudeo). On the right is the 'Properties' panel with tabs for Properties, Actions, Documentation, and Lua. The 'Actions' tab is active, and a list of actions is shown: Discover Lutron QS Devices, Set IntegrationID (highlighted with a red box), Factory Restore, Display Device List, Display Phantom Button List, and Refresh Devices.

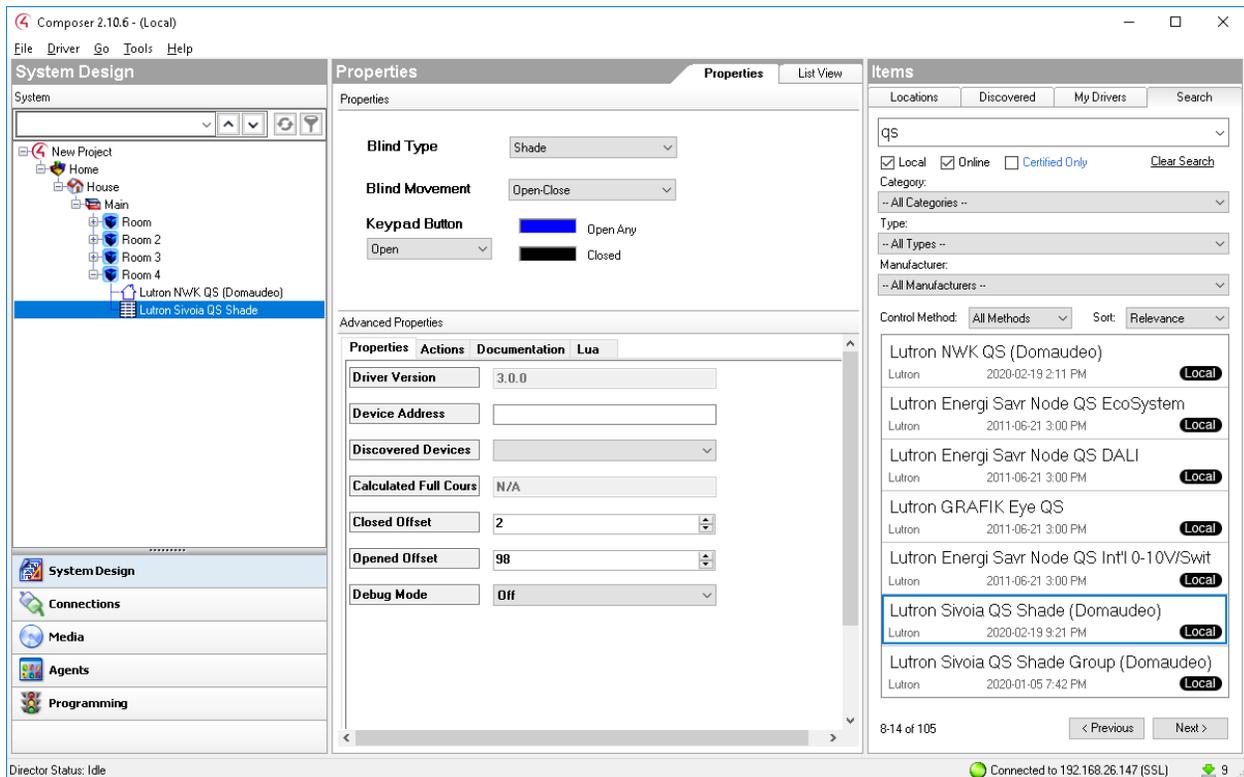
The NWK should be ready to go.

[New] Means steps **6-7** are only needed once on a new or factory reset NWK

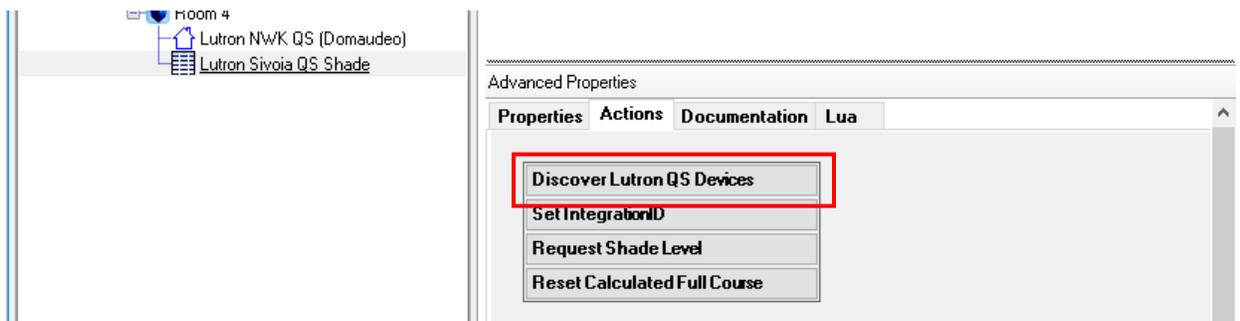
The NWK **MUST BE REBOOTED** if any QS devices are physically added on the bus as it discovers devices only when they are already powered on at NWK boot.

Part 2: Adding and configuring the single shade driver

1- Add the Lutron Sivoia Shade (Domaudeo) driver to the project



2- Go to Actions and select *Discover Lutron QS Devices*



3- Go back to Properties and check the Discovered Devices, you should see all the Lutron Qs Shade currently connected to the QS bus. Chose the one to control and click *Set*

Advanced Properties

Properties Actions Documentation Lua

Device Address

Discovered Devices

Calculated Full Course

Closed Offset

Opened Offset

Debug Mode

SN:0x02774ae9 INTEGRATIONID:Diner1_ FAMILY:SHADES(3) PRODUCT:ROLLER(1) v

SN:0x0226df0f INTEGRATIONID:(Not Set) FAMILY:SHADES(3) PRODUCT:SHADE_PA ^

SN:0x0226df15 INTEGRATIONID:(Not Set) FAMILY:SHADES(3) PRODUCT:SHADE_PA

SN:0x02a5d13f INTEGRATIONID:CDM4_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774aea INTEGRATIONID:Verrier6_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02a5d141 INTEGRATIONID:SDBM2_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774aee INTEGRATIONID:Diner2_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774ae8 INTEGRATIONID:Verrier3_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774af9 INTEGRATIONID:Diner5_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774a9e INTEGRATIONID:Verrier2_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02a5cd0c INTEGRATIONID:Gym_right_ FAMILY:SHADES(3) PRODUCT:ROLLER

SN:0x02bc3aa2 INTEGRATIONID:Loft_salon_ FAMILY:SHADES(3) PRODUCT:ROLLER

SN:0x02bc3a90 INTEGRATIONID:CDM3_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02a5d14d INTEGRATIONID:CDM1_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x0226df2e INTEGRATIONID:(Not Set) FAMILY:SHADES(3) PRODUCT:SHADE_PA

SN:0x0226df17 INTEGRATIONID:Living1_ FAMILY:SHADES(3) PRODUCT:SHADE_PA

SN:0x0226df11 INTEGRATIONID:(Not Set) FAMILY:SHADES(3) PRODUCT:SHADE_PA

SN:0x02bc3a84 INTEGRATIONID:CDM6_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02bc3a83 INTEGRATIONID:CDM5_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774aef INTEGRATIONID:Verrier7_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02bc33f2 INTEGRATIONID:Loft_chambre_ FAMILY:SHADES(3) PRODUCT:ROLL

SN:0x02bc2f60 INTEGRATIONID:SDBM1_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774ae9 INTEGRATIONID:Diner1_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02a5d13d INTEGRATIONID:CDM7_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774aeb INTEGRATIONID:Diner4_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02a5d140 INTEGRATIONID:WalkinTerrasse_ FAMILY:SHADES(3) PRODUCT:RO

SN:0x02774af1 INTEGRATIONID:Verrier5_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x02774ae7 INTEGRATIONID:Verrier4_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x0277b626 INTEGRATIONID:Verrier72_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

SN:0x027749c1 INTEGRATIONID:Verrier1_ FAMILY:SHADES(3) PRODUCT:ROLLER(1)

4- [New] Type a name in the Device Address Property, this will be the IntegrationID so keep it simple without special character

Advanced Properties

Properties Actions Documentation Lua

Device Address Diner2

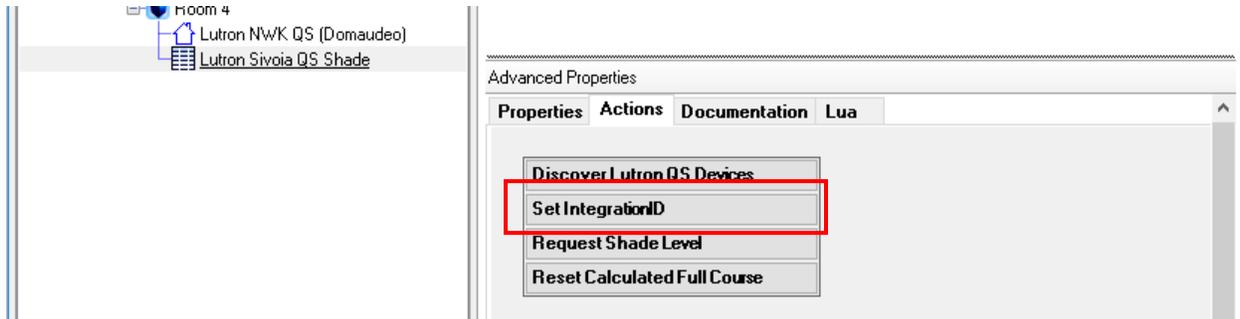
Discovered Devices

Calculated Full Course

N/A

SN:0x02774aee INTEGRATIONID:Diner2_ FAMILY:SHADES(3) PRODUCT:ROLLER(1) v

5- [New] Go to Actions and select Set IntegrationID



The shade should now be fully controlled.

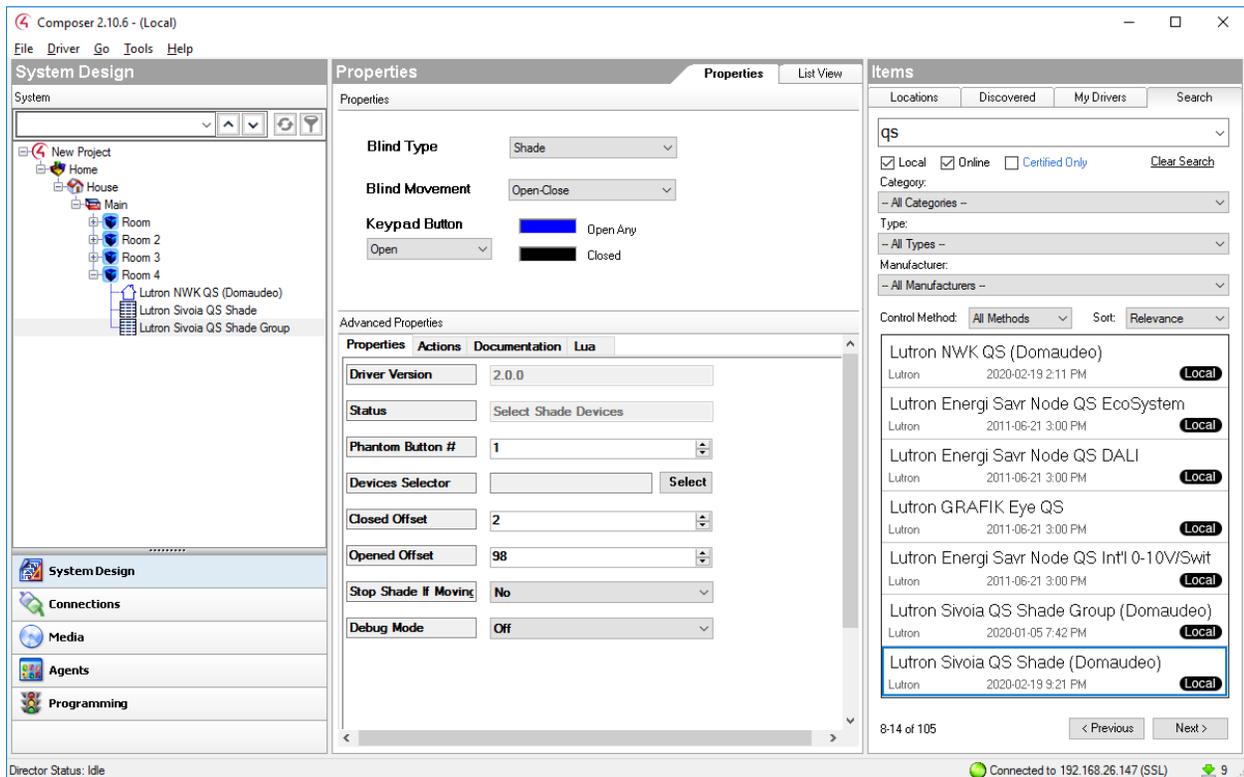
[New] Means steps **4** and **5** need to be done only when the shade is new or factory reset.

Part 3: Creating a shade group

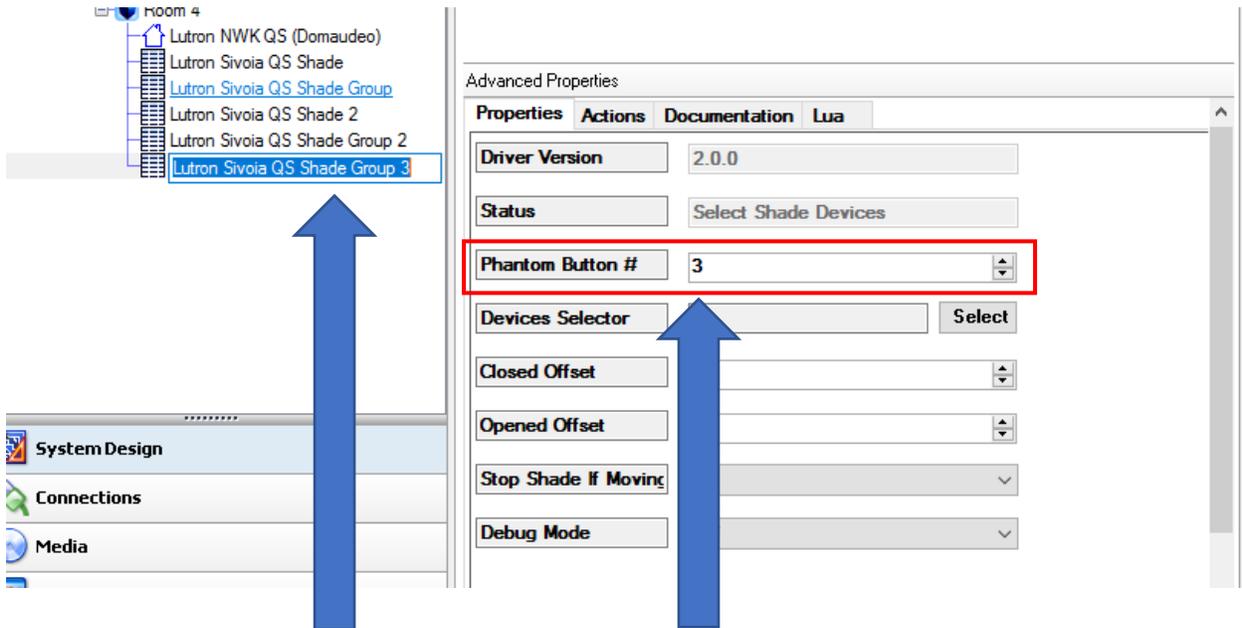
Prerequisite

Each shade that will be part of a group need to be already added as a single shade using the Lutron Sivoia QS Shade (Domaudeo) Driver. Check Part 2 of this document for the step-by-step procedure. You need to have one single shade driver added for each of the shade you have in your project.

1- Add the Lutron Sivoia QS Shade Group (Domaudeo) driver to the project

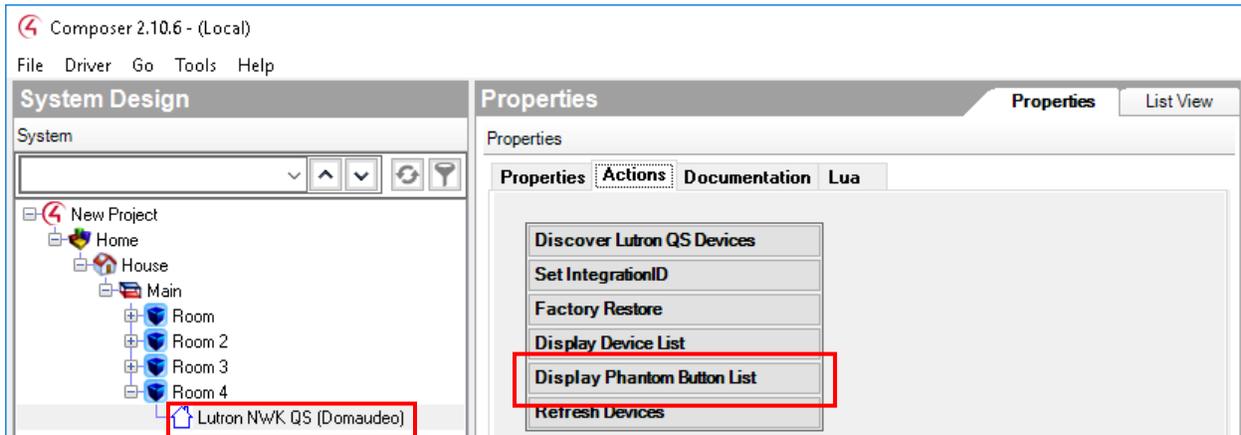


2- Take a close look to the *Phantom Button #* property. It should be already set to the right value but make sure to validate it by using the Lutron NWK QS driver and Phantom Button List action

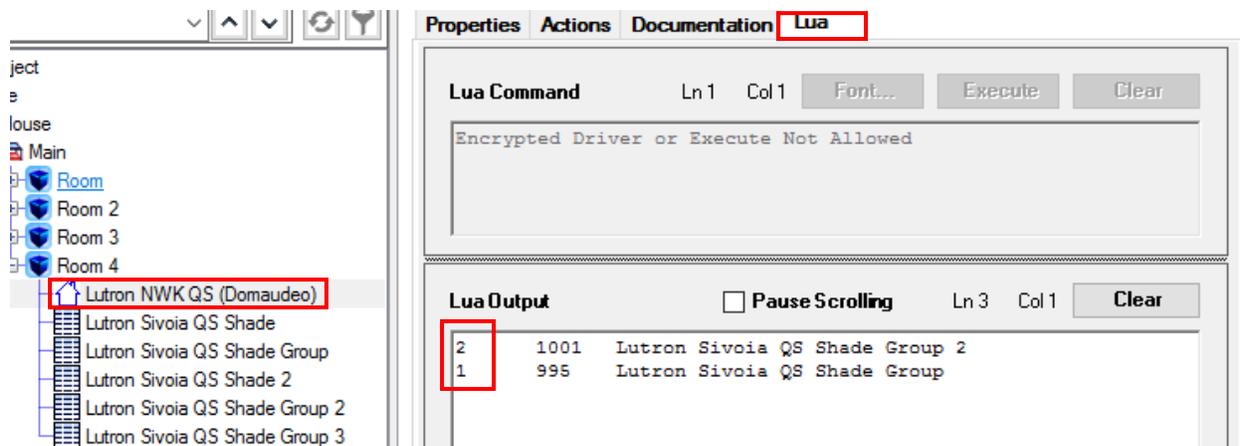


The Phantom Button # need to be unique. The driver will try to match the value to the next available Phantom Button # based on the number of Shade Group driver instances in the project.

Make sure to validate the Phantom Button # by going to the Lutron NWK QS Driver and trigger the Display Phantom Button List action:



This command will list the Phantom Button currently used and output on the Lua tab:

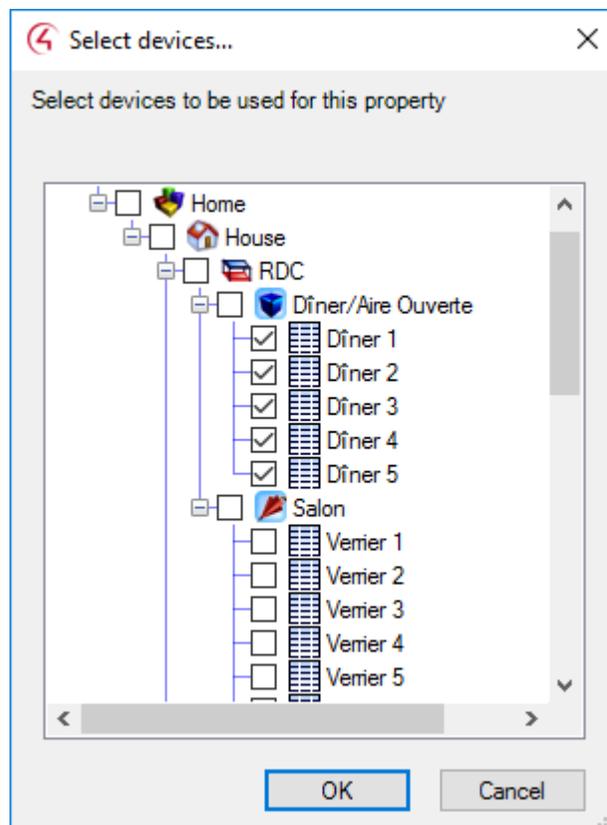


In this example, it shows 2, so the proposed "3" Phantom Button # in the Shade Group driver is right and can be used.

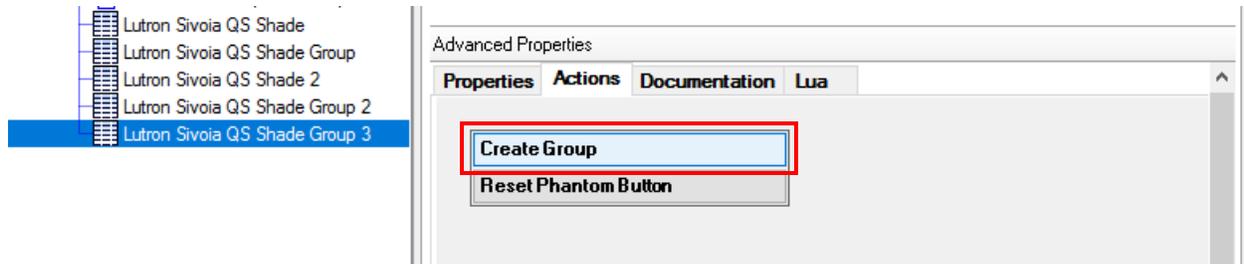
Phantom Button #



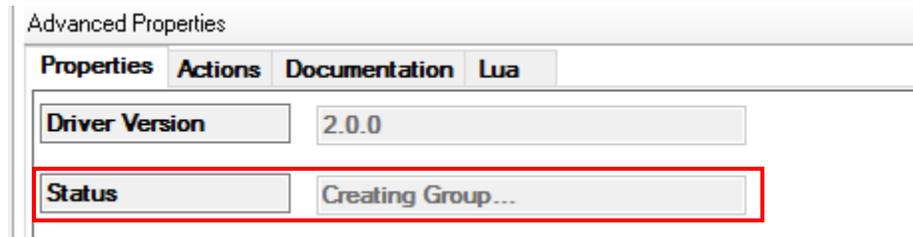
3- Select the shades to be part of the group using the Device Selector



4- Got to Action and select Create Group



Then take a look at the progress in the Properties tab:



The Shade Group should now be fully working.