Matter Controller

Overview

The Matter Controller driver is a native Matter controller for Control4. It commissions Matter devices on the local network so you can control them from Control4 with no third-party hub required.

Devices must be reachable over **Wi-Fi or Ethernet** on the LAN for Control4 to commission or join them. **Thread is not supported.** This driver does **not** commission over BLE. Use a vendor app for BLE-only setup, then add Control4 with multi-admin once the device is on Wi-Fi or Ethernet.

Requirements

- Control4 OS **4.0.0** or higher
- **IPv6** enabled on the local network (controller and devices on the same LAN)
- Matter devices reachable over Wi-Fi or Ethernet on the LAN (Thread is not supported), including devices already set up in a vendor app and joined via multi-admin

Commissioned Devices shows how many devices are currently managed by this controller. **Listener Status** may show Stopped until the first device is commissioned; that is expected. After the first successful commission (and on later driver reloads when devices are already present), it should show Running.

Setup

> One **Matter Controller** instance per project.

1. Install the **Matter Controller** driver in Composer Pro.
2. Commission devices (see below), then run **Auto Setup** (or bind subdrivers manually).

Commissioning

Important: This controller only talks to devices that are already reachable over **Wi-Fi or Ethernet** on the local network. **Thread is not supported.** It does **not** commission over BLE and does **not** put a device on Wi-Fi for you.

If a new Wi-Fi device still needs BLE (or a vendor app) to join the network, set it up in that app first, then add Control4 with the multi-admin path below.

You can commission from **Navigator** (Experience Button) or from **Composer**. Both paths use the same setup code (11 digits, or the 21-digit form printed on some devices) or the matching QR code. Put the device into pairing / commissioning mode first.

- **Device already on the network (IP reachable):** use the setup code or QR printed on the device / packaging (first commission to Control4).
- **Already set up** in another ecosystem (Apple, Google, vendor app, etc.): open that system's "add another controller / app" window and use the **code shown there**, not the sticker. The window code is often different and may change each time. Control4 is added as another controller; the original app can keep working.

Experience Button (Navigator)

1. Add the **Matter Controller** Experience Button under any Navigator submenu (see **Experience Button** below for placement tips).
2. Open the Experience Button on a touchscreen or the Control4 app.
3. Enter the device setup code, or scan the Matter QR code with the device camera when available.
4. Follow on-screen progress. Typical steps: looking for the device → securing the connection → adding to your system → done.

If commissioning fails, the UI shows a short reason (invalid code, device not found, network reachability, controller not ready, or already in progress). Fix the condition and try again.

Composer action

1. On the Matter Controller driver, run **Commission Device**.
2. Enter the **SETUP_CODE** (Matter setup code, 11 or 21 digits; dashes are optional).
3. Watch Lua output / Navigator UI for progress. On success, **Commissioned Devices** increments and connections appear on the Matter Controller for each controllable device (or part of a device).

Binding subdrivers

After commissioning, the Matter Controller creates a connection for each controllable device (or part of a device). Bind the matching Matter subdriver to each connection (see that subdriver's documentation for which device types it covers).

Auto Setup

1. Ensure devices are commissioned and connections exist on the Matter Controller.
2. Run **Auto Setup** on the Matter Controller.
3. The driver adds the correct subdriver for each unbound connection, binds it, and places it in the same room as the controller.

Only unbound connections are processed. Run Auto Setup again after commissioning additional devices.

Manual binding

1. Add the appropriate Matter subdriver in Composer.
2. Connect its **Matter Controller** consumer binding to the matching connection on the Matter Controller.
3. The subdriver receives device information and state from the gateway. With **Auto Rename Driver** On (default), it renames itself from the Matter device name when the first update arrives.

Experience Button

The Experience Button is the on-site commissioning surface in Navigator. Place it wherever dealers or homeowners should add devices.

A common approach is to leave it available to the customer after install. Homeowners can commission new Matter devices themselves without a dealer visit. The dealer still needs to connect remotely afterward to run **Auto Setup** (or add and bind subdrivers manually) and place devices in the correct rooms.

Deeper setup (Auto Setup, Uncommission, diagnostics, log level) stays in Composer.

Properties

Property	Description
Cloud Status	DriverCentral license status (read-only)
Automatic Updates	Allow automatic driver updates when available
Driver Version	Packaged driver version (read-only)
Log Level	Logging verbosity; resets to Off after about 1 hour when not Off
Listener Status	Matter listener state (read-only; often Stopped until the first device is commissioned)
Commissioned Devices	Count of devices managed by this controller (read-only)

Actions

Action	Description
Auto Setup	Adds and binds the correct subdriver for each unbound connection
Rediscover Devices	Re-reads each commissioned device's capabilities from the network, then updates Matter Controller connections to match. Use after a driver update, if a connection is missing or wrong, or if a bridge/hub added or removed child devices. Does **not** refresh live on/off or sensor values. Use **Refresh Status** on the subdriver for that. Devices stay commissioned (no setup code).
Restart Listener	Restarts the Matter listener (useful after network changes)
Commission Device	Commissions a device using a setup code
Uncommission Device	Removes a device from this controller (select from the list) and cleans up local bindings
Display Diagnostics	Prints controller / peer diagnostics to the Lua output

Troubleshooting

Symptom	What to try
No device found / timeout	Confirm the device is already on Wi-Fi or Ethernet (IP reachable; Thread is not supported), in pairing mode, on the same LAN with IPv6, and that you are using the current setup code. After a vendor-app setup, use the multi-admin window code, not the sticker (codes often rotate each time the window opens)
Device found but stopped responding	The device was seen on the network but did not answer. Make sure it is still in pairing mode (the window is often only a few minutes) and try again
Device rejected the pairing code	The code does not match the device. Re-enter the code (11 or 21 digits) or re-scan the QR; avoid typos. A failed attempt does not need a device reset before retrying
Invalid pairing code	Re-enter the code (11 or 21 digits) or re-scan the QR; avoid spaces or typos
Couldn't reach the device	Check IPv6 connectivity between controller and device on Wi-Fi / Ethernet
Controller isn't ready	If devices are already commissioned, wait for **Listener Status** = Running, or run **Restart Listener**. On a fresh install, start commissioning; the listener starts with the first commission
Already in progress	Wait for the current commission to finish or fail, then retry
Subdriver not updating	Confirm the binding to the Matter Controller connection; run **Refresh Status** on the subdriver; check gateway **Log Level** = Trace
Missing / stale connections after driver update	Run **Rediscover Devices**, then **Auto Setup** if new connections appeared

Limitations

- **BLE commissioning is not supported** by this driver. It cannot put a device on Wi-Fi. Devices set up over BLE in a vendor app can still be added to Control4 afterward via multi-admin, once they are reachable on Wi-Fi or Ethernet.
- **Thread is not supported.** Only Wi-Fi and Ethernet Matter devices can be commissioned or controlled.
- Uncommission attempts to remove Control4 from the device when reachable; local cleanup still runs if the device is offline.

Support

If you have questions or issues with this driver, contact us at support@solidified.co or call/text +1 (561) 444-9960. You can also submit a support ticket at DriverCentral.

Changelog

v20261115 - 2026-11-15

Added

- Added support for the longer 21 digit setup code printed on some devices.

Fixed

- Fixed an issue where commissioning could stop working after a failed attempt on a controller with no devices yet.
- Fixed an issue where retrying commissioning right after a failed attempt (for example, a mistyped setup code) could time out until the device was reset.
- Fixed commissioning when more than one device in pairing mode matched the setup code.
- Improved the messages shown when commissioning fails, so they now say whether no device was found, the device stopped responding, or the setup code was rejected.

v20261113 - 2026-11-13

Added

- Added support for shades and blinds, including tilt.

v20260926 - 2026-09-26

Fixed

- Fixed an issue that could interrupt commissioning of some Matter devices.

Changed

- Improved discovery for Matter lights and switches, including Leviton.

v20260902 - 2026-09-02

Added

- Added support for thermostats.

v20260826 - 2026-08-26

Added

- Added support for in-wall switches and dimmers.

v20260806 - 2026-08-06

Added

- Initial release.