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(Better) Lutron QS Standalone Network Interface (NWK) Driver for Control4 version 3.0.0 (1912)

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** Devi ceI P. exe **program (in Lutron SetIP Utility folder). If you plan to use RS-232, you don't need to do that.**
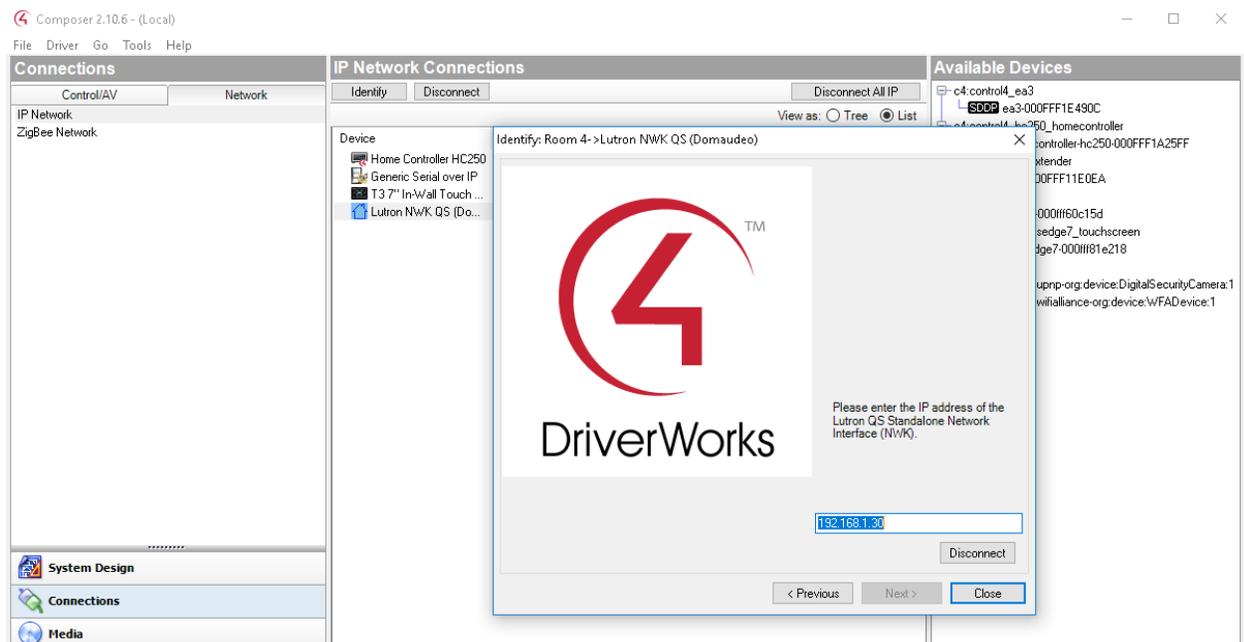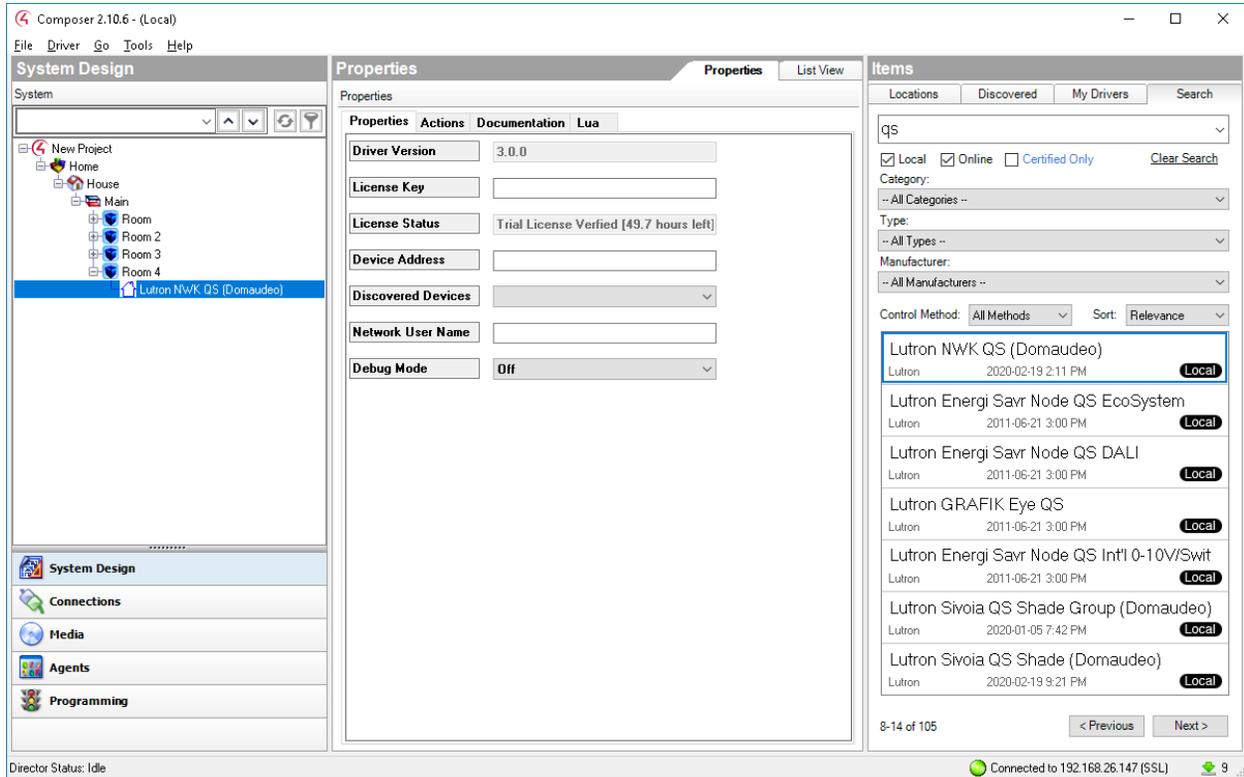
2- Add the driver to the project and set the IP address in Connection. For RS-232, configure the binding accordingly

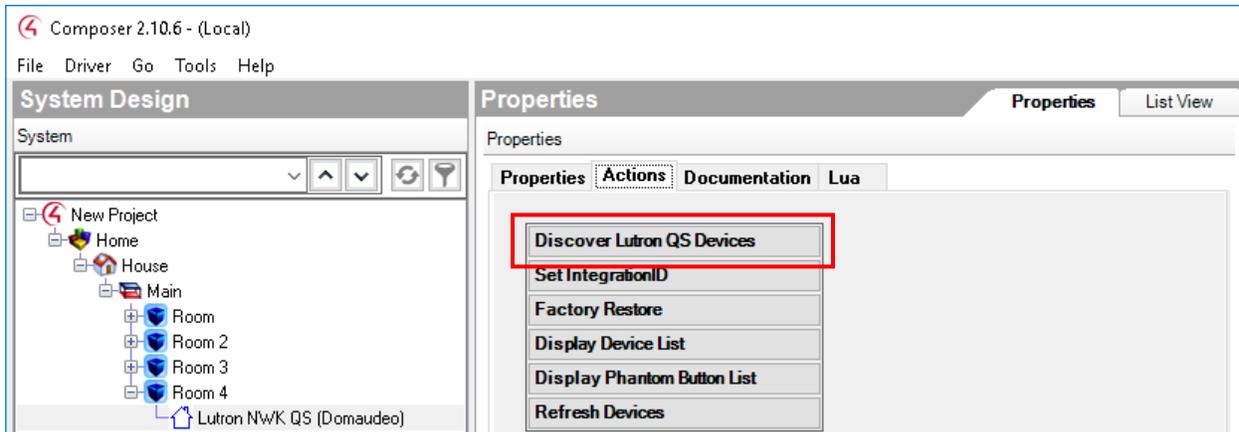# 3- Enter the Network Username in the Properties

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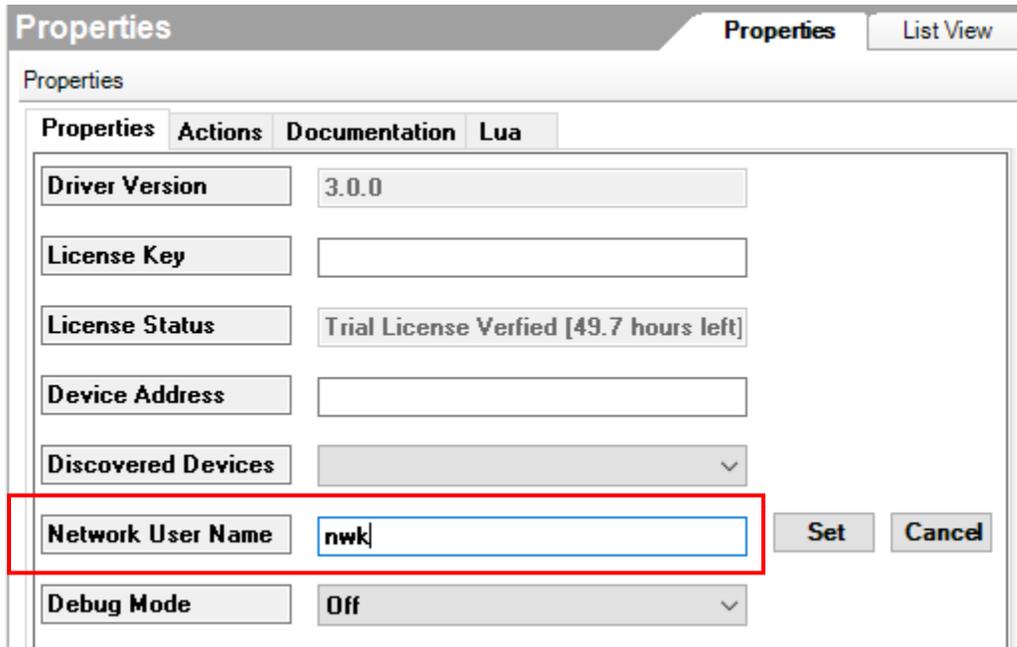
4- Go to Actions and select *Discover Lutron QS Devices*

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	
Network User Name	SN:0x02b43301 INTEGRATIONID:nwk FAMILY:CONTROL_INTERFACE(6) PRODUCT:QSE(1)
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	nwk
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
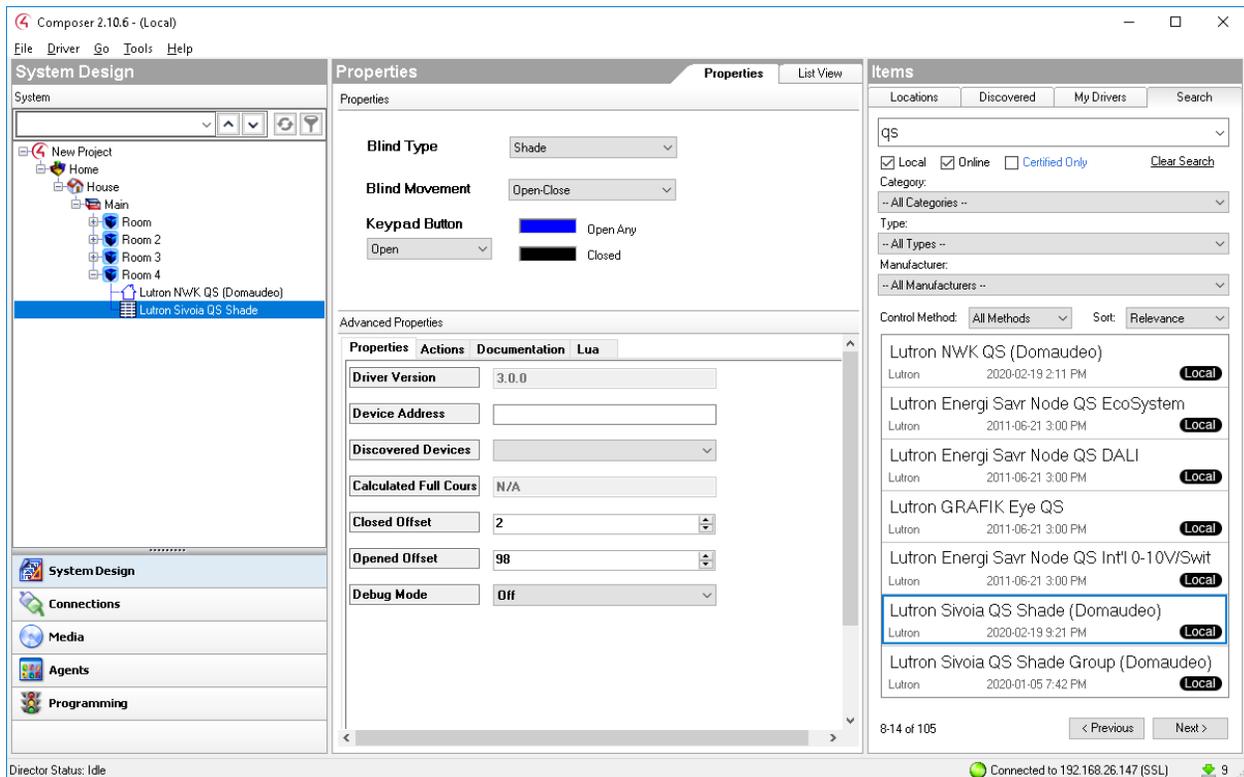

The NWK should be ready to go.

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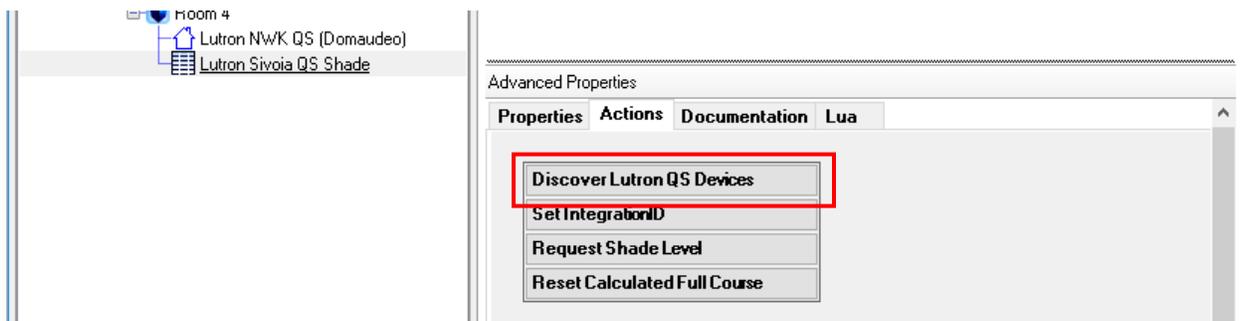
3- Go back to Properties and check the Discovered Devices, you should see all the Lutron Qs Shade currently connected to the QS bus. Chose the one to control and click *Set*

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

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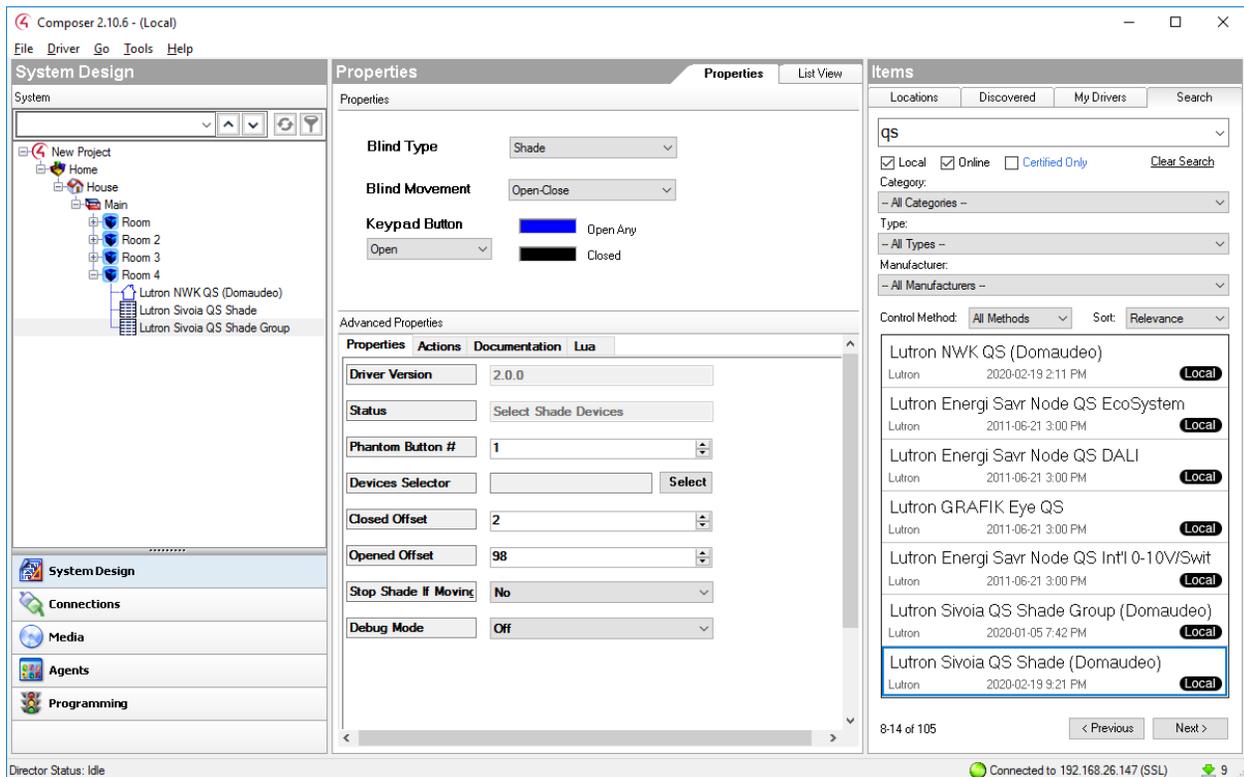
2- **Take a close look to the *Phantom Button #* property. It should be already set to the right value but make sure to validate it by using the Lutron NWK QS driver and Phantom Button List action**
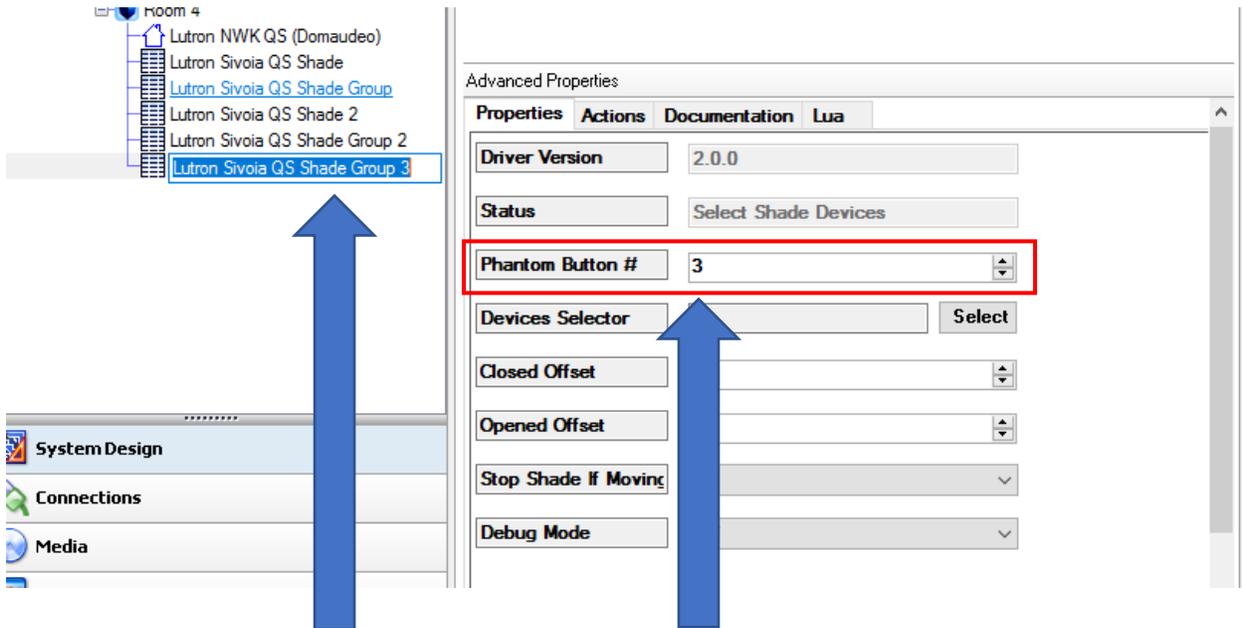

The Phantom Button # need to be unique. The driver will try to match the value to the next available Phantom Button # based on the number of Shade Group driver instances in the project.

Make sure to validate the Phantom Button # by going to the Lutron NWK QS Driver and trigger the Display Phantom Button List action:
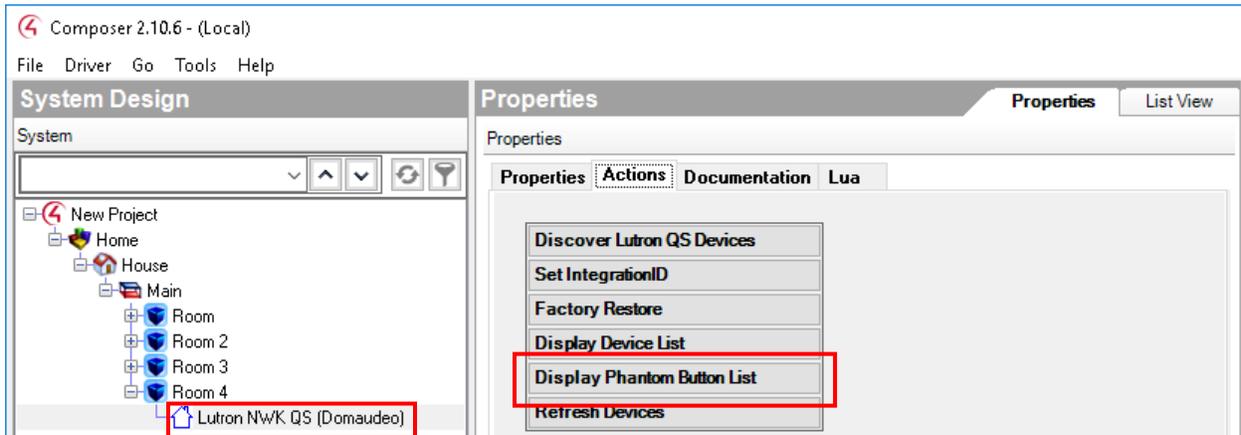
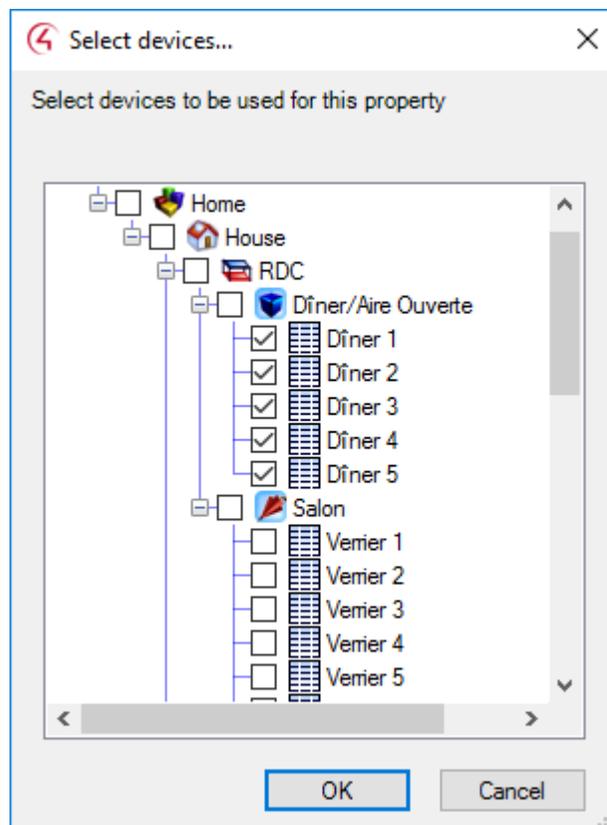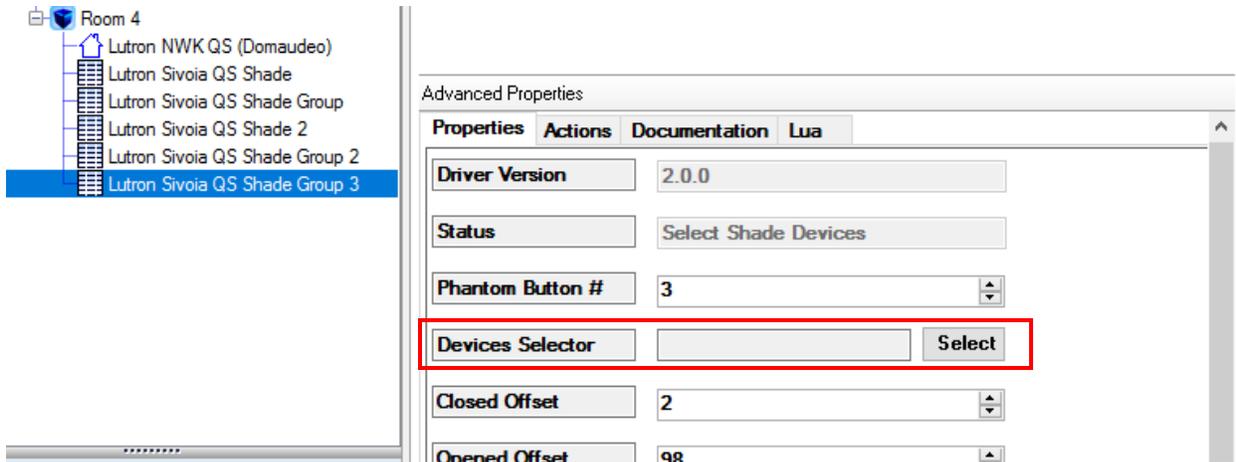This command will list the Phantom Button currently used and output on the Lua tab:
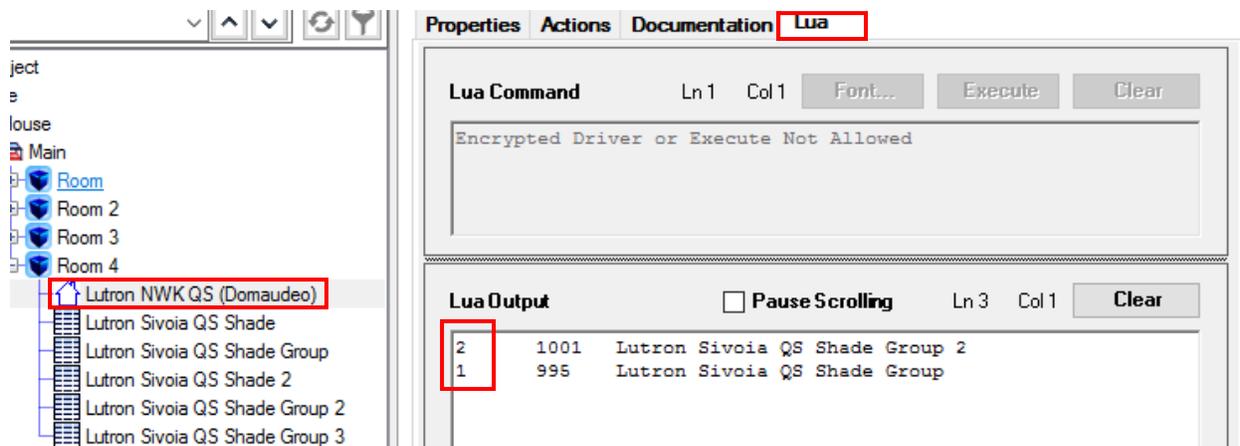
In this example, it shows 2, so the proposed "3" Phantom Button # in the Shade Group driver is right and can be used.
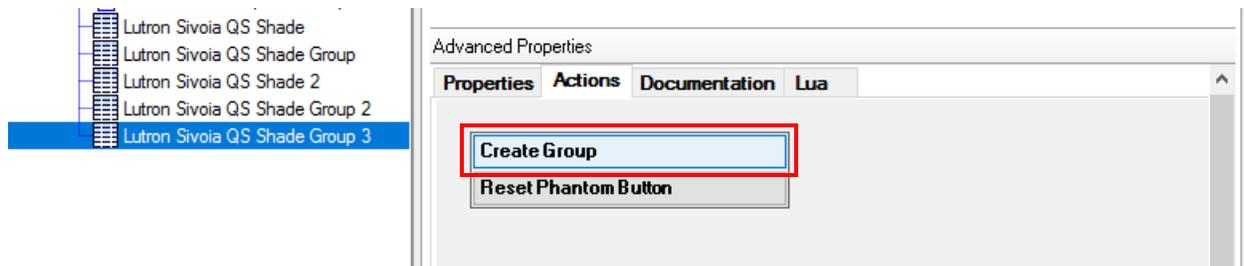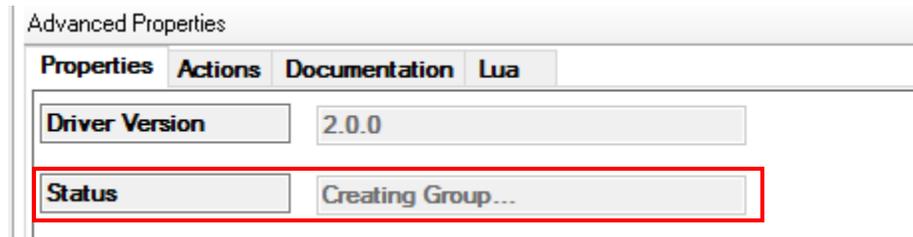
3- Select the shades to be part of the group using the Device Selector

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.