Integration Doc

Manufacturer:	Hunter Douglas
Model Number(s):	**Powerview**
Core Module Version:	8.3.11 (min)
Current Driver Version:	1.0.0
Powerview Firmware tested:	Gen 2, 878
Document Revision Date:	6/10/2019

Overview & Supported Features

At the time of posting, this driver is in beta and all feedback and or issues should be communicated via the beta driver form located on the driver page of the dealer resources homepage. Since this driver is in beta, tech support should not be contacted for anything related to the driver or its function.

This driver is for the Hunter Douglas **Powerview** motorized shades. Note that there are a few different motorized solutions available from Hunter Douglas so it will be important to check a few things to determine compatibility and the level of capability. Please read below on the capabilities

THE FOLLOWING OPTIONS ARE FEATURES:

- Scenes (and Scene Groups)
    - Scenes are "activate' only NOTE: there is no feedback to know if a scene is "Active"
- Dimmer style individual shade control*
    - Please check chart for compatibility as there are shades that are not supported as we can only support 1 motion due to the complexity of the shade. Note there is no support available for "group" control using a slider, however, the supported individual shades will report their new shade position if affected.
- Discovery
    - We will discover in all the Scenes, Scene Groups and supported shades*
- IP via Gen 2 Hub
    - Gen 1 should also function for scene use only
- Battery low alert
    - Event map trigger available so you can set up a notification and text box can be used in conjunction to see which shade reported.
    - Note: battery status is only updated once per week from the hub
- Status support
    - Grey: Initializing or Hub in defuncted state
    - Green: Ok

- Yellow: Low Battery reported
- Red: Hub has not responded to a routine query for 30 min

THE FOLLOWING ARE NOT SUPPORTED:

- Typical Group control
  - Moving multiple shades must be done via a scene
- Shades that are not supported
  - If you want to move shades together, you will need to do so using a scene
- Movement feedback from direct shade or shade remote commands
  - If the shade is moved from the shade itself or using the remote, the shade does not report the position change to the hub (as those 2 scenarios the commands bypass the hub) thus we cannot get the value to update. Note, the Powerview app will also reflect this difference as it also talks through the hub and would not be updated. If the shades are moved from the app, the hub is notified, and we would reflect that. There is a way to "force" an update from the app but this will drastically decrease battery life.

Any feature not specifically noted as supported should be assumed to be unsupported.

Driver Version History:

- 0.7.0 – Scene Support only
- 1.0.0 –Class 1 Shade Support

Compatibility chart:

Shade Type	Shade sub type	Type Index	Class	Notes
Alustra® Woven Textures	Roller	1	1	
Alustra® Woven Textures	Roman	2	1	
Alustra® Woven Textures	Liner	3	1	
Design Studio™	Roman	4	1	
Designer Roller & Screen	Roller	5	1	
Duette®&Applause® Honeycomb Shades	Bottom Up	6	1	
Duette®&Applause® Honeycomb Shades	Top Down	7	1	0/100 is reversed but so is the motion so it matches
Duette®&Applause® Honeycomb Shades	SkyLift	10	1	
Duette®Honeycomb Shades Vertiglide™	Left Stack	11	1	0=right(closed)

Duette®Honeycomb Shades Vertiglide™	Right Stack	12	1	0 = left(closed)
Pleated		17	1	
Provenance®	Roman	19	1	
Provenance® Vertical	Left Stack	20	1	0=right(closed)
Provenance® Vertical	Right Stack	21	1	0 = left(closed)
Provenance® Vertical	Split Stack	22	1	0 = middle(closed)
Silhouette® & Nantucket™ A Deux™ Rear	Room Darkening Shade	25	1	
Skyline® Panels	Left Stack	26	1	0=right(closed)
Skyline® Panels	Right Stack	27	1	0 = left(closed)
Skyline® Panels	Split Stack	28	1	0 = middle(closed)
Solera®		29	1	
Vignette® Modern Roman Shades Traditional	Rolling	31	1	
Vignette® Modern Roman Shades Tiered™	Stacking	32	1	
Provenance®	Liner	35	1	
Sonnette™ Cellular Roller Shades	Bottom Up	53	1	
Pleated Shades	Top Down	64	1	0/100 is reversed but so is the motion so it matches

Note, unless noted, these shades follow “Percent of Light” where 0 = closed (0% of light)
The other less common methodology is called “Percent of Shade” where 100 = closed (100% of closed)

If your shade is not on this list, it can only be operated via scenes

Intro - MUST READ:

Independent shade control and Class

Ok, with Hunter Douglas there can be many different shade types, each of them with their own attributes, controls, rules on what they can and cannot do. Hunter Douglas uses the term “rails” to describe how many different parts can move. For example, a normal shade that just goes up and down would have 1 rail. A standard dimmer control is perfect if you wanted to control a shade manually. For a more complex shade, like the Top Down Bottom Up, there are 2 “rails” – each can be moved independently. A standard dimmer only has 1 operator. At this time, only single operator type shades can be supported for

independent control via dimmer with feedback, also known as Class 1. Class refers to a class of rules a shade type adheres to. See below on the breakdown of Classes.

Class 1

- This shade type uses only 1 rail for movement. This is your basic shade that accommodates for up and down movements only. This is the most common shade and types would include Roller shades, cellular, exc.
- See chart for Type Index
- Controls Available
    - Lighting Dimmer, Shade(latching), Shade(momentary)

Class 2

- This shade has 2 rails to operate. A typical shade that uses this is a "Top Down Bottom Up" whereas the top of the shade is an independent rail that can traverse down and up as well as the bottom rail. They can move independently but both positions need to be sent together.
- See chart for Type Index
- Controls Available
    - Scene activate

Class 3

- This shade has 3 rails to operate. A typical shade that uses this is a "Silhouette Duolite" whereas rail one controls normal up and down, rail 2 is vane control and rail 3 is a separate blackout shade up and down. There are inherent runes like the primary shade must be down and the vanes at 90 for the blackout to operate and blackout must be up for the vanes to operate and so on.
- See chart for Type Index
- Controls Available
    - Scene activate

Class 4

- This is your basic shade plus Vane/Tilt support. Rail 1 would control the typical up down of the shade while vane control would be separate. There are rules as well as the vanes cannot be controlled if the shade is retracted, etc.
- See chart for Type Index
- Controls Available
    - Scene activate

Class 5

- This type uses only 1 rail but is used for Vane/Tilt control only. Types of shades are blinds that only offer tilt control(no up/down) like shutters.
- See chart for Type Index
- Controls Available
    - Scene activate

Using Scenes

The use of scenes is probably the most efficient way of using this system, especially when it comes to controlling multiple shades as well as complex shade types. Depending on the shades, there can be many, many different positions, operations and rules to adhere to and if you add in the different types of shades that may be in one space – each with their own abilities and limitations, manually adjusting may not be conducive on a daily basis though control is offered. Grouping in this environment with so many different rule possibilities across different shades would be impossible and hence why it does not exist. There are 2 types of scenes, Scene and scene collection for use. All scenes should be created in the Powerview app prior to integration

Scenes:
Scene are a collection of shades that you want to move together. For instance, you can create a scene for 1 or more shades that are located in a single room, or rooms.

Scene Groups:
Scene groups are a larger scene comprising of multiple scenes. For instance, you may have shades located in 3 different bedrooms, each with a “morning” scene. Instead of triggering those independently, you can create a scene collection, say “Morning Bedrooms”, that has all morning scenes as its attributes.

Rooms:
Rooms are something that are defined in the app for use by the app. They are logical placeholders only and have no bearing on the integration.

Grouping

when it comes to controlling multiple shades as well as complex shade types. Depending on the shades, there can be many, many different positions, operations and rules to adhere to and if you add in the different types of shades that may be in one space – each with their own abilities and limitations. Grouping in this environment with so many different rule possibilities across different shades would be impossible and hence why it does not exist. For controlling multiple shades, scenes should be created and used.

Feedback

As discussed earlier, feedback for independent control via the slider control is provided. However, If the shade is moved from the shade itself or using the remote, the shade does not report the position change to the hub (as those 2 scenarios the commands bypass the hub) thus we cannot get the value to update. Scenes only have an execute or activate action. There is no feedback available to know if one is active. The driver deactivates the scene indicators after execution so that all scenes would not show as active and so that scenes would not be assumed as active and thus can be used as triggers for event maps.

Powerview Gateway Configuration

First, you must download the Powerview app on either an iOS or Android device

Be sure all of the shades are installed and ready to be operated

- Plug in the gateway and connect to the network
- Plug in any repeaters

Note: If you cannot control the shades from the app, you may have to relocate the hub or add repeaters.

- Follow the app instructions to discover shades and other devices
- Create rooms and add the shades to these rooms logically
- Test shades for functionality
- Add any scenes
- Add any scene collections
- Assign the hub a static IP address and note it

ELAN Configuration

Once the shades are programmed and functioning in the native app and scenes are programmed, we can add the driver to the project.

Installation Process

Download and add the driver to your driver folder

1. If you have never set the folder used for all drivers in configurator, do that now by going to lighting->Lighting Controllers->add new
2. Select search folder and navigate to the folder in which the driver is located on your PC.

   NOTE: It is good to note that once selected, the configurator will always look to this folder for 3rd part drivers so in best practice you should create a folder in which you keep all of your drivers in.

   NOTE: If you have already set your folder previously and your driver is in said folder then the driver will already be in the populated list for you to select from.
3. Once you hit ok, you should be able to see that driver in the list.
4. Add the driver

   NOTE: No Communication device is needed
5. Set the IP address
6. Hit Discover Devices
7. Once discovered, you can now go and add the controls you want to a custom page

Controls

Independent shade control:

- Lighting Dimmer
- shade button(Latching) – This is a one-way control!
- shade button(Momentary) – This is a one-way control!

Scenes

- Light Toggle – Scenes are one way and this will always show as not active
- Can be used with lighting scene (customizable, the scheduler, alarm, flyouts, etc)

Low Battery

Event mappable trigger. Found under lighting, Powerview, Low Battery. Common use is to setup a push/Pop notification to send to a device. Also, you can add the control of Text(Feedback) and connect it to the Powerview: Low Battery and it will read the name of the shade that sent the warning.

Gotchas:

- Controlling shades that are not supported
- Group control of shades

Updates:

Unlike a built-in driver which updates occur with the controller's firmware, this driver may be updated without a Core Module update. If an update for the driver is needed and becomes available (check with the driver site), download the updated driver and place it in the same folder that the original driver was in. This should be the same folder that you store all downloaded drivers as well as the folder the configurator will look at when searching for drivers. Now, navigate to the drivers properties page and on the bottom you will see an "Update" button. Press this and the driver will be updated if the file location is correct. You should note the version number increase.

Common Mistakes:

1. You can't find the driver – refer to step number 2
2. You get a Schema error message when loading the driver:
    - This driver is Schema 72, which means its needs core module 8.3.11 or later for it to function.
3. Shades not controllable from the app
    - Signal
    - Battery
    - Hub
    - repeaters
4. You are trying to use this on an HC controller
    - driver support is based on the Linux operating system and as such is only available to SC/g1 controllers