

Partner: Hunter Douglas
Models: PowerView Gen3
Device Type: Shades/Drapes Controller



GENERAL INFORMATION

SIMPLWINDOWS NAME:	Hunter Douglas PowerView Gen3 Shade Control v1.0
CATEGORY:	Shades/Drapes
VERSION:	1.0.0
SUMMARY:	This module controls scenes on a Hunter Douglas PowerView Gen3.
GENERAL NOTES:	<p>This Hunter Douglas PowerView Gen3 Shade Control v1.0 is used to control shades set up in the Hunter Douglas PowerView Gen3.</p> <p><i>The following is required.</i></p> <p>Shade_Id: The unique shade id assigned in the Hunter Douglas PowerView Gen3 configuration.</p> <p>Module developer contact: Control Concepts, Inc. (201) 797-7900 support@controlconcepts.net</p>
CRESTRON HARDWARE REQUIRED:	Crestron 3-Series or 4-Series processor.
SETUP OF CRESTRON HARDWARE:	This module requires the Hunter Douglas PowerView Gen3 Command Processor v1.0 to operate. Please read the help files associated with these modules.
VENDOR FIRMWARE:	Hunter Douglas PowerView Gen3 - 3.1.379
VENDOR SETUP:	N/A

Partner: Hunter Douglas
Models: PowerView Gen3
Device Type: Shades/Drapes Controller

**PARAMETERS:**

Shade_Id	Unique ID for the shade to be controlled.
-----------------	---

Partner: Hunter Douglas
Models: PowerView Gen3
Device Type: Shades/Drapes Controller

**CONTROL:**

Primary_Position	A	Assign a value of 0 to 100d to set the primary position of the shade.
Secondary_Position	A	Assign a value of 0 to 100d to set the secondary position of the shade. Not all shade types support the signal. Nothing will happen in the case that this is set accidentally.
Tilt_Position	A	Assign a value of 0 to 100d to set the tilt position of the shade. Not all shade types support the signal. Nothing will happen in the case that this is set accidentally.
Submit_Position	D	Pulse to submit the position values.
Stop_Shade	D	Pulse to stop the shade.

Partner: Hunter Douglas
 Models: PowerView Gen3
 Device Type: Shades/Drapes Controller



FEEDBACK:

Is_Online	D	Indicates the device module is synchronized with current physical device state when the signal is high, or not synchronized with current physical device state when the signal is low.
Name	S	Displayed Shade name once Online (Initialized).
Battery_Fb	A	Analog value indicates the battery status as a percentage. Range is 0d (low) to 3d (high).
Current_Primary_Position_Fb	A	Analog value indicates the current primary position as a percentage. Range is 0 to 100d.
Current_Secondary_Position_Fb	A	Analog value indicates the current secondary position as a percentage. Range is 0 to 100d.
Current_Tilt_Position_Fb	A	Analog value indicates the current tilt position as a percentage. Range is 0 to 100d.
Is_Moving	D	High indicates the shade is moving to the target positions.
Target_Primary_Position_Fb	A	Analog value indicates the target primary position (moving) as a percentage. Range is 0 to 100d.
Target_Secondary_Position_Fb	A	Analog value indicates the target secondary position (moving) as a percentage. Range is 0 to 100d.
Target_Tilt_Position_Fb	A	Analog value indicates the target tilt position (moving) as a percentage. Range is 0 to 100d.
Target_ETA_Fb	A	Time in seconds that it is estimated the current move will take.

Partner: Hunter Douglas
Models: PowerView Gen3
Device Type: Shades/Drapes Controller

**TESTING:**

OPS USED FOR TESTING:	CP3 v1.8000.4666.20418 MC4 v2.7000.00040
SIMPL WINDOWS USED FOR TESTING:	4.1800.14
CRES DB USED FOR TESTING:	210.0000.003.00
DEVICE DATABASE:	200.14000.001.00
SYMBOL LIBRARY USED FOR TESTING:	1156
SAMPLE PROGRAM:	HunterDouglas PowerViewGen3 Demo v1.0.smw
REVISION HISTORY:	v1.0 – Initial Release