

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



## GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	Hunter Douglas PowerView Gen3 Shade Control v1.1
<b>CATEGORY:</b>	Shades/Drapes
<b>VERSION:</b>	1.1.0
<b>SUMMARY:</b>	This module controls shades (or shade groups) on a Hunter Douglas PowerView Gen3.
<b>GENERAL NOTES:</b>	<p>This Hunter Douglas PowerView Gen3 Shade Control v1.1 is used to control shades set up in the Hunter Douglas PowerView Gen3.</p> <p><b><i>The following is required.</i></b></p> <p><b>Shade_Id:</b> The unique shade id (or group id) assigned in the Hunter Douglas PowerView Gen3 configuration.</p> <p>Module developer contact: Control Concepts, Inc. (201) 797-7900 <a href="mailto:support@controlconcepts.net">support@controlconcepts.net</a></p>
<b>CRESTRON HARDWARE REQUIRED:</b>	Crestron 3-Series, 4-Series or VC-4 processor.
<b>SETUP OF CRESTRON HARDWARE:</b>	This module requires the Hunter Douglas PowerView Gen3 Command Processor v1.1 to operate. Please read the help files associated with these modules.
<b>VENDOR FIRMWARE:</b>	Hunter Douglas PowerView Gen3 - 3.1.485
<b>VENDOR SETUP:</b>	N/A

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## PARAMETERS:

	Unique ID for the shade to be controlled.
<b>Shade_Id</b>	This can also be a "group id" which will control a group of shades that have been set up in the PowerView app. In the case of a group, the group id will be used for commands going out to the device and feedback will be based on the state of the first shade in the group. The shade that defines the group position (used for feedback) will always be the first shade that was added to the group when creating the group in the PowerView app.

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**CONTROL:**

<b>Primary_Position</b>	A	Assign a value of 0 to 100d to set the primary position of the shade.
<b>Secondary_Position</b>	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.
<b>Tilt_Position</b>	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.
<b>Submit_Position</b>	D	Pulse to submit the position values.
<b>Stop_Shade</b>	D	Pulse to stop the shade.

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**FEEDBACK:**

<b>Is_Online</b>	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.
<b>Name</b>	S	Displayed Shade name once Online (Initialized).
<b>Battery_Fb</b>	A	Analog value indicates the battery status as a percentage. Range is 0d (low) to 3d (high).
<b>Current_Primary_Position_Fb</b>	A	Analog value indicates the current primary position as a percentage. Range is 0 to 100d.
<b>Current_Secondary_Position_Fb</b>	A	Analog value indicates the current secondary position as a percentage. Range is 0 to 100d.
<b>Current_Tilt_Position_Fb</b>	A	Analog value indicates the current tilt position as a percentage. Range is 0 to 100d.
<b>Is_Moving</b>	D	High indicates the shade is moving to the target positions.
<b>Target_Primary_Position_Fb</b>	A	Analog value indicates the target primary position (moving) as a percentage. Range is 0 to 100d.
<b>Target_Secondary_Position_Fb</b>	A	Analog value indicates the target secondary position (moving) as a percentage. Range is 0 to 100d.
<b>Target_Tilt_Position_Fb</b>	A	Analog value indicates the target tilt position (moving) as a percentage. Range is 0 to 100d.
<b>Target_ETA_Fb</b>	A	Time in seconds that it is estimated the current move will take.

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## TESTING:

<b>OPS USED FOR TESTING:</b>	CP3: v1.8001.0214 MC4: v2.8001.00086.01
<b>SIMPL WINDOWS USED FOR TESTING:</b>	4.2500.04
<b>CRES DB USED FOR TESTING:</b>	221.0000.002.00
<b>DEVICE DATABASE:</b>	200.29500.001.00
<b>SYMBOL LIBRARY USED FOR TESTING:</b>	1194
<b>SAMPLE PROGRAM:</b>	HunterDouglas PowerViewGen3 Demo v1.1.smw
<b>REVISION HISTORY:</b>	v1.0 – Initial Release v1.1 – Add functionality to underlying SIMPL# library for the following: <ul style="list-style-type: none"><li>- Support Aura Illuminated Shades</li><li>- Add Shade Group functionality</li><li>- Add ability to report control system type for metrics</li><li>- Change heartbeat to use a different command</li><li>- Tap into new “homedoc” event stream to capture real-time name changes</li></ul>