

**Partner: Lutron**  
**Model: HomeWorks QSX**  
**Device Type: Lighting**



## GENERAL INFORMATION

<b>SIMPLWINDOWS NAME:</b>	Lutron HomeWorks QSX Ketra Lighting Control v1.3.1
<b>CATEGORY:</b>	Lighting, HVAC, Shades
<b>VERSION:</b>	1.3.1
<b>SUMMARY:</b>	This module provides monitor and control capability for a Ketra Lighting component as part of a Lutron HomeWorks QSX solution.
<b>GENERAL NOTES:</b>	This module interacts with a single Ketra Lighting component, if multiple lighting components need to be managed, one module can be added for each component in the solution. This module requires one instance of the Lutron HomeWorks QSX Command Processor module to register with.
<b>CRESTRON HARDWARE REQUIRED:</b>	Crestron 3-Series or 4-Series processor.
<b>SETUP OF CRESTRON HARDWARE:</b>	N/A
<b>VENDOR FIRMWARE:</b>	23.08.14f000
<b>VENDOR SETUP:</b>	Lutron HomeWorks QSX Processor

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**PARAMETER:**

<b>Command_Processor_ID</b>	Setting indicates the identifier of the Command Processor module this module registers with. A single program can contain multiple lighting modules where multiple Lutron processors are involved.
<b>Fade_Time</b>	Setting indicates the time in seconds for the lighting to fade to a new brightness level. Range is 0 to 14400.
<b>Zone_Href_ID</b>	Setting indicates the reference identifier for the zone this lighting control belongs to. Example: for zone href: /Zone/1399, enter the value 1399 in the parameter field.

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## CONTROL:

DimLevel_Raise	D	Pulse to incrementally increase the lighting dim level or latch high to continuously increase the lighting dim level until the signal is latched low or the maximum brightness is reached.
DimLevel_Lower	D	Pulse to incrementally decrease the lighting dim level or latch high to continuously decrease the lighting dim level until the signal is latched low or the minimum brightness is reached.
Set_Dim_Level	D	Pulse to set the discrete value of the dim level specified by the Dim_Level analog input signal. For slider operations, use a press join to drive this signal high. When this is high, the corresponding analog value will be sent automatically on change. Using a '1' on a 'set' signal is discouraged and will have negative effect.
Dim_Level	A	Integer value specifies the dim level to set as a percentage. Range is 0 to 65535.
Fade_Time	A	Integer value specifies the fade time in seconds. Range is 0 to 14400.
Set_Vibrancy_Level	D	Pulse to set the discrete value of the vibrancy specified by the Vibrancy_Level analog input signal.
Vibrancy_Level	A	Integer value specifies the vibrancy level to set as a percentage. Range is 0 to 65535.
Set_WhiteTuning_Level	D	Pulse to set the discrete value of the white tuning level specified by the WhiteTuning_Level analog input signal. <i>For slider operations, use a press join to drive this signal high. When this is high, the corresponding analog value will be sent automatically on change. Using a '1' on a 'set' signal is discouraged and will have negative effect.</i>
WhiteTuning_Level	A	Integer value specifies the white tuning level to set as degrees in Kelvin. Range is 1400 to 10000.
Set_HueSaturation_Level	D	Pulse to set the discrete values of hue and saturation levels specified by the Hue_Level and Saturation_Level analog input signals. <i>For slider operations, use a press join to drive this signal high. When this is high, the corresponding analog value will be sent automatically on change. Using a '1' on a 'set' signal is discouraged and will have negative effect.</i>
Hue_Level	A	Integer value specifies the hue level. Range is 0 to 282.
Saturation_Level	A	Integer value specifies the saturation level to set as a percentage. Range is 0 to 65535.
Set_Color_XY_Level	D	Pulse to set the discrete value of the Color X and Color Y levels specified by the Color_X_Level and Color_Y_Level analog input signals. <i>For slider operations, use a press join to drive this signal high. When this is high, the corresponding analog value will be sent automatically on change. Using a '1' on a 'set' signal is discouraged and will have negative effect.</i>
Color_X_Level	A	Integer value specifies the Color X level value between 0.000 and 1.000. Scaled range is 0 to 1000.
Color_Y_Level	A	Integer value specifies the Color Y level value between 0.000 and 1.000. Scaled range is 0 to 1000.

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**FEEDBACK:**

<b>Is_Initialized</b>	D	High indicates the module is initialized. The module is initialized when all component state information has been updated in the module to reflect current component state.
<b>Dim_Level_Fb</b>	A	Integer value indicates the current lighting dim level as a percentage from 0 to 65535.
<b>Fade_Time_Fb</b>	A	Integer value indicates the current fade time in seconds. Range is 0 to 14400.
<b>Vibrancy_Level_Fb</b>	A	Integer value indicates the current vibrancy level as a percentage from 0 to 65535.
<b>WhiteTuning_Level_Fb</b>	A	Integer value indicates the current white tuning level in degrees Kelvin from 1400 to 10000.
<b>Hue_Level_Fb</b>	A	Integer value indicates the current hue level from 0 to 282.
<b>Saturation_Level_Fb</b>	A	Integer value indicates the current saturation level as a percentage from 0 to 65535.
<b>Color_X_Level_Fb</b>	A	Integer value indicates the current Color X level from 0.000 to 1.000 scaled to 0 to 1000.
<b>Color_Y_Level_Fb</b>	A	Integer value indicates the current Color Y level from 0.000 to 1.000 scaled to 0 to 1000.

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## TESTING:

**OPS USED FOR TESTING:** CP3 1.603.4242.34642  
CP4 2.8000.00017

**SIMPL WINDOWS USED FOR TESTING:** 4.22

**CRES DB USED FOR TESTING:** 217.05

**DEVICE DATABASE:** 200.260

**SYMBOL LIBRARY USED FOR TESTING:** 1184

**SAMPLE PROGRAM:** Lutron HomeWorks QSX v1.3.1 Demo IP.smw

**REVISION HISTORY:**

- v1.0 – Initial Release
- v1.1 – No changes have been made
- v1.2 – No changes have been made
- v1.3 – Corrected for errors when inputs are triggered before module is initialized.