

Partner: Somfy Systems
Models: POE Motor
Device Type: Shades



GENERAL INFORMATION

SIMPLWINDOWS NAME:	Somfy POE Motor v1.0 Gateway
CATEGORY:	Shades
VERSION:	1.0.0
SUMMARY:	This module works in conjunction with the Somfy POE Motor v1.0 Endpoint and Group modules to control one or more Somfy POE Motor shade motors.
GENERAL NOTES:	This module requires one or more instances of the Somfy POE Motor v1.0 Endpoint module. Set the CommandProcessor_ID parameter field of the endpoint module to match the command processor ID specified on this module to register the endpoint module with this gateway module. One endpoint module is required for each shade motor in the installation.
CRESTRON HARDWARE REQUIRED:	4-Series processor, 3-Series processor
SETUP OF CRESTRON HARDWARE:	N/A
VENDOR FIRMWARE:	N/A
VENDOR SETUP:	N/A

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PARAMETERS:

CommandProcessor_ID	The unique identifier of this module that endpoint and group modules register with.
IP_Address	The IP address of one of the shade motors to be controlled. This gateway module must connect to one motor to authenticate. Once authenticated, the gateway will communicate to all shade motors using UDP. The IP Address parameter can reflect the address of any of the shade motors connected to the network.
Motor_PIN	The pin code of the shade motor with the IP address specified in the IP Address parameter field. The motor pin code is required for the gateway to complete the authentication process. Motor pin codes can be found on the physical shade motors.

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**CONTROL:**

Connect	D	Pulse to initiate the connection process that will authenticate the gateway and synchronize shade positions with all registered endpoint and group modules.
Disconnect	D	Pulse to terminate communication between the gateway module and the physical shade motors, and clear all endpoint and group state information.
Reconnect	D	Pulse to cause the gateway to reconnect to all shade motors and refresh shade position state.
Enable_Debug	D	Pulse to toggle the internal trace messages printed in SIMPL Debugger. These messages may be useful while debugging to see what processes are occurring within the module. Note it is highly recommended to leave debugging disabled unless actively debugging as it causes much additional signal traffic in Debugger.

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**FEEDBACK:**

Is_Communicating	D	Digital high indicates that the module is successfully communicating with the shade motor specified by the IP Address parameter, or not communicating when the signal is low.
Is_Initialized	D	Digital high indicates all registered endpoint modules have synchronized device state and completed initialization, or not synchronized when the signal is low.
Debug_Enabled	D	Digital high indicates the module is in debug mode, or not in debug mode when the signal is low. While in debug mode, the module will print verbose debug information to SIMPL Debugger.
Endpoint_Count	A	Integer value indicates the number of shade motors discovered by the gateway. The count does not include groups – only individual shade motors.

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**TESTING:**

OPS USED FOR TESTING:	MC4 v2.8001.00086 CP3 v1.8001.4925.26115
SIMPL WINDOWS USED FOR TESTING:	4.2500.04
CRES DB USED FOR TESTING:	219.0500.001.00
DEVICE DATABASE:	200.28000.002.00
SYMBOL LIBRARY USED FOR TESTING:	1191
SAMPLE PROGRAM:	Somfy POE Motor v1.0 Demo IP CP3.smw
REVISION HISTORY:	v1.0 – Initial Release