



Adding Lutron Caséta to Compass Control

Lutron Caséta and Compass Control

Caséta is the smallest yet powerful wireless home system provided by Lutron. It uses the same protocol as Lutron HomeWorks (HW) and RadioRa2 (RR2), which is the ClearConnect Protocol. Unfortunately, the Caséta JSON export is not compatible as the XML export that HW and RR2 would provide. This guide will go through the steps on how to integrate Lutron Caséta into Compass Control with bi-directional control. <u>The guide must be followed step by step to ensure proper function</u>.

Before Getting Started

Before going into Compass Navigator, please configure the Lutron Caséta environment using the "Lutron App for Caséta Wireless" available for iOS iPhone (iPhone app may install into an iPad if needed). Please add all devices, such as lights and shades, and make sure that the Lutron Caséta app has total control of the Lutron system. The Lutron Caséta environment must be setup 100% before proceeding with this guide. Here is the general outline that will be done by following this guide.

- Obtaining the Lutron Integration IDs and Network Information
- Adding/Editing the Lutron Module and Editing the Driver
- Configuring the Lutron module in the Modular Project

Obtaining the Lutron Integration ID Information and Network Information

After completing the Caséta setup, please follow these steps to get the Lutron ID info. Every Light/Shade is identified by an ID number that is unique to all other devices. **This ID is mandatory for 1-way and 2-way control.**

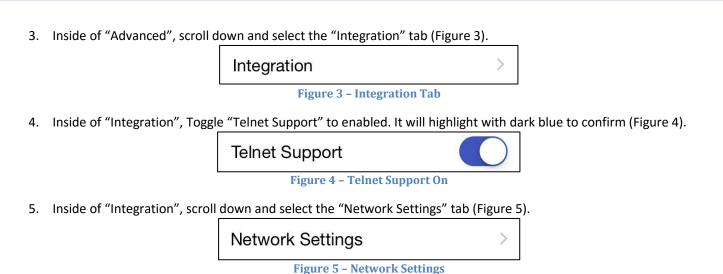
1. In the Lutron Caséta App, please navigate to the Settings, which is the small gear icon located on the top left side of the app (Figure 1).



2. Inside of Settings, scroll down and select the "Advanced" tab (Figure 2).

Advanced Figure 2 - Advanced





6. Inside of "Network Settings", disable DHCP to configure the Caséta Bridge as static (Figure 6). Record the IP Address and keep it nearby for this is the IP Address used in Compass Control. Select "Save" on the top right to configure the bridge. A pop up will ask to confirm the changes. Select "I Understand" and the menu will return to the "Integration" tab.

Integration Networ	k Settings Save
DHCP	Disabled
IP Address	192.168.1.112
Gateway	192.168.1.1
Subnet Mask	255.255.255.0
DNS 1	192.168.0.23
DNS 2	192.168.0.24
DNS 3	

Figure 6 - Network Properties

7. Back inside of the "Integration" tab, select "Send Integration Report" to email the Lutron Integration IDs to an email address. Please print out the Lutron IDs for record purposes and convenience (Figure 7).

Send Integration Report

Figure 7 – Advanced



8. After emailing the Lutron Integration Report, open up the email and glance at the JSON code. It should start with "LIPIdList" (Figure 8.1):

```
{
    "LIPIdList" : {
        "Devices" : [
        {
        "ID" : 1,
        "Name" : "Smart Bridge",
...
```

Figure 8.1 - Integration Report Header

After confirming that the Integration Report is valid, skip to the very bottom of the code and record all IDs that belong to the "Zones" container. Here is an example of a 5 device system (Figure 8.2). A larger system would contain all IDs here for all Lights and Shades. Please record all IDs and names to ensure proper configuration when programming in Compass Navigator. This code will be used in the upcoming examples.

```
"Zones" : [
 {
  "ID" : 2,
  "Name" : "Living Room"
 },
 {
  "ID" : 3,
  "Name" : "Kitchen"
 },
 {
  "ID" : 4,
  "Name" : "Dining Room"
 },
 {
  "ID" : 5,
  "Name" : "Hallway"
 },
 {
  "ID" : 6,
  "Name" : "Front Door"
 }
1
```

Figure 8.2 - Device IDs

9. The Lutron Caséta Bridge is now configured with a static IP Address and all Lutron IDs are acquired for each device. Please proceed to Compass Navigator.

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Adding the Lutron Module

In Compass Navigator, open the desired modular project. At this point, the Lutron module **should not be** included into the project. If it is, please delete any Lutron modules from the project and also delete any Lutron module files from "_res" folder.

1. In Navigator, under the "Program" tab, please click the "Add Modules" button. Once the menu shows up, select "User Module" and File Explorer will open asking to navigate to the directory of a module (Figure 9).

Module Type	User Module:	
○RS-232 ○TCP/IP	Local Module	Refresh
	Figure 9 - Select User Module	

Locate the "Lutron_IP.mod" module found in the Key Digital directory on the (C:) Drive Programs Folder. Please navigate to: Key Digital Folder → Compass Control Folder → Library Folder → Drivers Folder → Lutron Folder → Select "Lutron_IP.mod"

The directory should look similar to this: C:\Program Files (x86)\Key Digital\Compass Control\Library\Drivers\Lutron

Do Not Select "LutronEXT_IP.mod"

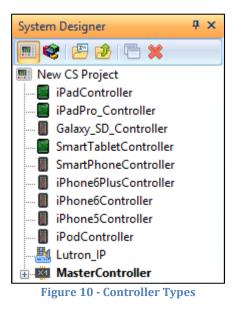
- 3. Once opened, select these properties in the Control Library:
 - Brand Name: Lutron
 - Device Type: ControlSys
 - Model: Lutron
- 4. Click "Add Device" to add it to the project. This is the correct Lutron module to add. Adding this Lutron module will create a copy into the "_res" folder of the project. The original Lutron module file will be left untouched. Please do not modify or edit the original Lutron Module. Only edit the added Lutron module present in the modular project's "_res" folder.
- 5. Finally, in Navigator, under the "Program" tab, please click the "Controlling Flow" button. Drag and drop the Lutron module into the project name, located in System Designer on the left. Lutron is now successfully added into Navigator without importing an XML document. Please continue to the next section to edit the module.



Editing the Lutron Module

After the Lutron module has been added to the project, now it's time to edit the module and customize it for the Caséta system.

Note: When Navigator opens up a module, all controller types will appear (Figure 10). Please select the controller type that is required for the module project. These next few steps will show how to configure the first controller type that is desired. All other controller screens may be added <u>after</u> the first one is completed.



For this example, the iPad Controller will be used. Please follow these steps in order:

- 1. In the modular project, locate the Lutron module in System Designer. Once found, right-click on "Lutron_IP" and select "Edit Module". Navigator will change environment to Module Editor Mode.
- 2. In Modular Editor, under the "Program" tab, please click the "Edit System" button. Once the layout changes, select "iPadController" under System Designer.
- 3. A page is required for every device found in the system. Under Controller Designer, **first click on "Main_Page"** and then click on the blue plus button to add a page for each device (Figure 11). Press the blue button as many times as devices there are in the Lutron System. **Make sure to click "Main_Page" first before proceeding to add pages.**





- 4. After adding the pages, refer to Figure 12. All newly created pages should be on the same layer as "Status_Page".
- 5. Rename the pages in order, with respect to the JSON Integration Report (Figure 8.2 for these examples). To keep it programmer friendly for the Modular Project, please rename the pages to the Name followed by ID (Figure 13).

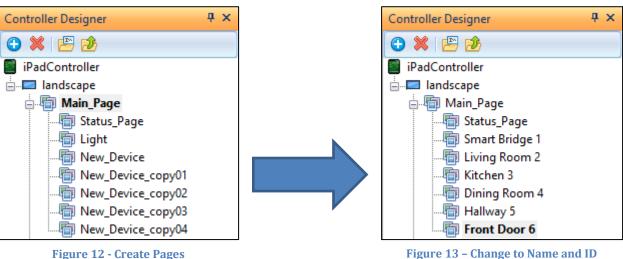


Figure 12 - Create Pages

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- 6. To lock in these major module changes, please save the project and exit back to the modular project by clicking "File" tab and the "Exit" button. Navigator will ask to save again. Save project and it will return Navigator to the modular project. It is necessary to do this, do not skip this step.
- 7. Back in the modular project, check to see if the pages imported correctly with Names and IDs.

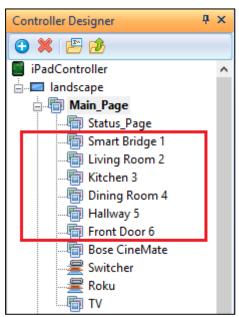


Figure 14 - Check for the pages to populate correctly in actual Modular Project

8. Once it is confirmed that the pages are correct, go back into Modular Editor. Right-click on "Lutron IP" and select "Edit Module". Navigator will change environment to Module Editor Mode once again.



9. Now that module editor is back up, under the "Program" tab, please click the "Edit System" button and select "iPadController" under System Designer. Under Controller Designer, select the page that needs to be configured.

From this point on, please complete each page one at a time. Make sure to save periodically.

- If adding a Light Dimmer, please refer to Step 10.
- If adding a <u>Light Switch</u>, please refer to Step 11.
- If adding a <u>Shade</u>, please refer to Step 12.
- Repeat these steps until all pages are configured and completed

(Please note that the smart bridge may not be controlled, the "Smart Bridge 1" page may be ignored).

Light Dimmer

- 10. Configuring a page to be a Light Dimmer.
 - a. With the page selected, under Properties located on the far right side, change the Category to "Lights" and the Device Module Icon to "Lutron_icon_Light_Dimmer_112x60.png" (found in the "res" of the Compass Control directory: "C:\Program Files (x86)\Key Digital\Compass Control\res").

Properties			
GUI Page			
Name (ID)	Living Room 2		
Layer	Icon	Size	
Middle	Common 🗸	1024 *	768
Animation			
	~		\sim
Device Mod	ule		
Module 🗸	Re	mote	
Lutron_IP			\sim
Module Dev	vice ID:		
Category:	Lights		
Device Mod	ule Icon:		

Figure 15 - Page Properties



b. For the new page, under Events and Actions, create a "show" event and add these three actions in this order: GUI Action, Link Action, and Page Jump Over Action (Figure 16).

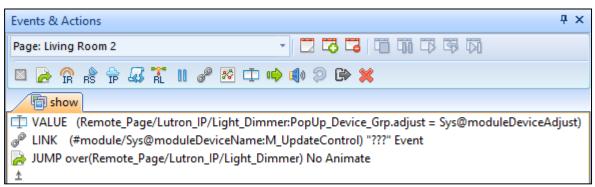


Figure 16 - Page's "Show" Event

Make sure that the actions match the properties seen below.

GUI Action Properties

Link Action Properties

Page Jump Over Properties

Properties	Properties	Properties
Set Element Property Action Value Set Value Add Main Layer Page Variable Constant Variable Device Layer Page V Device Layer Page V Constant Variable Constant Variable Constant Variable Control Layer Page V Constant Variable Utron_IP V Control Layer Page Variable Light Dimmer V	Link to another Element Event Action This Main Layer Page Constant Variable #module Device Layer Page Constant Variable System Var. (5) moduleDeviceName Control Layer Page Constant Variable Variable Variable	Jump Page Action Jumping Type New Over. Main Layer Page Constant Variable Remote_Page ✓ Device Layer Page ✓ Constant Variable Remote_Page ✓
Element Name (ID) Constant Variable This Element PopUp_Device_Grp Property Name (S) adjust Setting Value Const. Variab. Prop. System Var. (S) moduleDeviceAdjust	Element Name (ID) Constant Variable M_UpdateControl V Event down Additional Parameter Const. Variab. Prop. System Var.	Lutron_IP Control Layer Page Constant Variable Light_Dimmer ✓ Additional Parameter ✓ Const. Variab. Prop. O.000000 ✓

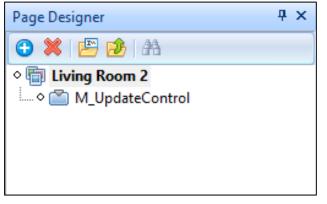
Figure 17 - GUI Properties

Figure 18 -Link Properties

Figure 19 - Page Jump Over Properties



c. In Page Designer, create a new button. It must be named "M_UpdateControl" and visible must be '0'.



Properties
Button Element
Name (ID) M_UpdateControl
Position and Size
Image: Width * Height Width * Height Image: Width * Height Image: Width * Height
Depth + +10 +100 Visible 0

Figure 20 – M_UpdateControl Button

Figure 21 - M_UpdateControl Button Invisible

d. For the newly created button, "M_UpdateControl", create a "down" event and add these three actions in this order: Variable Change, GUI Action, and Bi-Directional Macro Action (Figure 22).

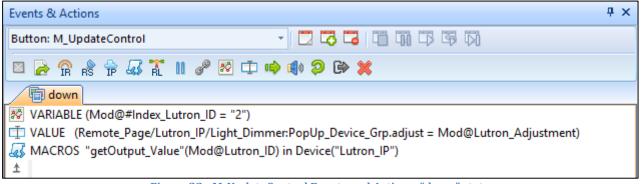


Figure 22 - M_UpdateControl Events and Actions, "down" state

e. Please Note! For the Variable Change, it will be different for every page! Please use the Number associated to the Page Name and ID. For example, the room is called "Living Room 2". Please use '2' in the "#Index_Lutron_ID = 2" statement.



Make sure that the actions match the properties seen below. Make sure the "#Index_Lutron_ID" equals the page number.

Variable Properties	GUI Properties	Bi-Directional Macro Properties
Variable Properties Properties Set Variable Value Action Set Reset Add Set Reset Add Set Variable Name (ID) Variable Variable System Variable m(I) #Index_Lutron_ID Setting Value Const. Variab. Prop. System Var.	GUI Properties Set Element Property Action Value Set Value Set Value Set Value Set Value Add Main Layer Page Constant Variable Remote_Page Constant Variable System Var. Lutron_IP Constant Variable Light_Dimmer Element Name (ID) Constant Variable Dight_Dimmer Froperty Name (S) adjust Setting Value Const. Variab. Prop. System Var. m(S) Lutron Adjustment	Properties Call Macro-Function Action Macros MC DriverFunc Device Name (ID) Constant Variable Lutron_IP Function GetOutput_Value Parameter 1: (string)DeviceID Const. Variab. Prop. System Var. m(I) Lutron_ID
Figure 23 – Variable Properties for Lutron	Figure 24 – GUI Properties	Figure 25 – Bi-Directional Macro Properties

f. Please save the module. **This page is complete!** Please repeat step 10 when configuring another page to be a Dimmer. If the next page is a Switch, go to step 11. If the next page is a Shade, go to step 12. If all pages are configured, go to step 13.



Light Switch

- 11. Configuring a page to be a Light Switch.
 - a. With the page selected, under Properties located on the far right side, change the Category to "Lights" and the Device Module Icon to "lutron_icon_light_switch_112x60.png" (found in the "res" of the Compass Control directory: "C:\Program Files (x86)\Key Digital\Compass Control\res").

Properties			
GUI Page			
Name (ID) Kito	then 3		
Layer Ico	n	Size	
Middle Co	mmon 🗸	1024 *	768
Animation			
	~		\sim
Device Module			
Module 🗸	Re	mote	
Lutron_IP			\sim
Module Device	ID:		
Category: Lig	hts		
Device Module Icon:			
Figure	26 - Page H	Properties	

b. For the new page, under Events and Actions, create a "show" event and add these three actions in this order: GUI Action, Link Action, and Page Jump Over Action (Figure 27).

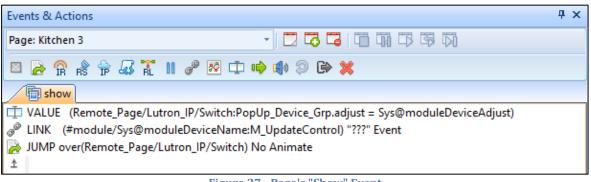


Figure 27 - Page's "Show" Event



Make sure that the actions match the properties seen below.

GUI Action Properties	Link Action Properties	Page Jump Over Properties
Properties	Properties	Properties
Set Element Property Action Value Set Value Add Main Layer Page Constant Variable Remote_Page ✓ Device Layer Page ✓ Constant Variable System Var. Lutron_IP ✓ Control Layer Page ✓ Control Layer Page ✓ Constant Variable Switch ✓ Element Name (ID) ✓ Constant Variable Property Name (S) adjust (S) adjust ✓ Setting Value Prop. Const. Variab. Prop. System Var. (S) moduleDeviceAdjust ✓	Link to another Element Event Action This Main Layer Page Constant Variable #module Device Layer Page Constant Variable System Var. (S) moduleDeviceName Control Layer Page Constant Variable Element Name (ID) Constant Variable M_UpdateControl Event down Additional Parameter Const. Variab. Prop. System Var.	Jump Page Action Jumping Type New New Over. Main Layer Page Constant Variable Remote_Page Oevice Layer Page Constant Variable System Var. Lutron_IP Control Layer Page Constant Variable Switch Additional Parameter Const. Variab. Prop. System Var. 0.000000

Figure 28 - GUI Properties

Figure 29 – Link Properties

Figure 30 – Page Jump Over Properties

c. In Page Designer, create a new button. It must be named "M_UpdateControl" and visible must be '0'.

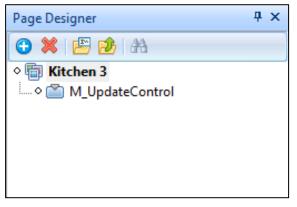


Figure 31 - M_UpdateControl Button

Properties
Button Element
Name (ID) M_UpdateControl
Position and Size
Image: Width * Height Width * Height Image: Width * Height Image: Width * Height
Depth + +10 +100 Visible 0

Figure 32 - M_UpdateControl Button Invisible

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d. For the newly created button, "M_UpdateControl", create a "down" event and add these three actions in this order: Variable Change, GUI Action, and Bi-Directional Macro Action (Figure 33).



Figure 33 - M_UpdateControl Events and Actions, "down" state

e. Please Note! For the Variable Change, it will be different for every page! Please use the Number associated to the Page Name and ID. For example, the room is called "Kitchen 3". Please use '3' in the "#Index_Lutron_ID = 3" statement.

Make sure that the actions match the properties seen below. Make sure the "#Index_Lutron_ID" equals the page number.

Variable Properties

GUI Properties

Bi-Directional Macro Properties

	Properties	
	Set Element Property Action	
	☑ Value Set 🗌 Value Add	
	Main Layer Page	
	Constant Variable	
	Remote_Page ~	Properties
Properties	Device Layer Page	
· · · · · · · · · · · · · · · · · · ·	Constant Variable System Var.	Call Macro-Function Action
Set Variable Value Action	Lutron_IP 🗸	Macros OMC DriverFunc
Set Reset Add Set All in Array	Control Layer Page	
Variable Name (ID)	Constant Variable	Device Name (ID)
Variable System Variable	Switch 🗸	Constant Variable Macros
	Element Name (ID)	Lutron_IP V
m(I) #Index_Lutron_ID ~	Constant Variable This Element	Evention
	PopUp Device Grp	Function
		✓ Constant
	Property Name	getOutput_Value ~
	(S) adjust 🗸 🗸	
Setting Value	Setting Value	Parameter 1: (string)DeviceID
Const. Variab. Prop. System Var.	Const. 🗸 Variab. Prop. System Var.	Const. 🗹 Variab. 🗌 Prop. 📄 System Var.
3	m(S) Lutron_Adjustment ~	m(I) Lutron_ID ~
Figure 34 – Variable Properties for Lutron	Figure 35 - GUI Properties	Figure 36 - Bi-Directional Macro Properties

f. Please save the module. **This page is complete!** Please repeat step 11 when configuring another page to be a Switch. If the next page is a Dimmer, go to step 10. If the next page is a Shade, go to step 12. If all pages are configured, go to step 13.



<u>Shade</u>

- 12. Configuring a page to be a Shade.
 - With the page selected, under Properties located on the far right side, change the Category to "Shades" and the Device Module Icon to "lutron_icon_shades_112x60.png" (found in the "res" of the Compass Control directory: "C:\Program Files (x86)\Key Digital\Compass Control\res").

Properties		
GUI Page		
Name (ID)	ining Room 4	
Layer	con	Size
Middle	Common 🗸	1024 * 768
Animation		
	~	\sim
Device Modu	_	
Module 🗸	Re	mote
Lutron_IP		\sim
Module Devic	e ID:	
Category: S	Shades	
Device Module Icon:		
Figu	re 37 - Page F	Properties

b. For the new page, under Events and Actions, create a "show" event and add these three actions in this order: GUI Action, Link Action, and Page Jump Over Action (Figure 38).

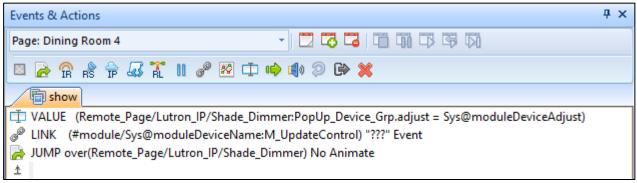


Figure 38 - Page's "Show" Event



Make sure that the actions match the properties seen below.

GUI Action Properties	Link Action Properties	Page Jump Over Properties
Properties	Properties	Properties
Set Element Property Action Value Set Value Add Main Layer Page Constant Variable Remote_Page ✓ Device Layer Page ✓ Constant Variable System Var. Lutron_IP Control Layer Page ✓ Control Layer Page ✓ Constant Variable Shade_Dimmer ✓ Element Name (ID) Constant Variable This Element PopUp_Device_Grp ✓ Property Name (S) adjust Setting Value Const. Const. Variab. Prop. System Var. (S) moduleDeviceAdjust ✓	Link to another Element Event Action This Main Layer Page	Jump Page Action Jumping Type New Over. Remove Main Layer Page Constant Variable Remote_Page Constant Variable System Var. Lutron_IP Control Layer Page Constant Variable Shade_Dimmer Additional Parameter Const. Variab. Prop. System Var. 0.000000

Figure 39 - GUI Properties

Figure 40 - Link Properties Figure 41 – Page Jump Over Properties

c. In Page Designer, create a new button. It must be named "M_UpdateControl" and visible must be '0'.

Page Designer	Ψ×
🕒 🗶 🖻 🤌 🗛	
◇ m Dining Room 4 M_UpdateControl	

Figure 42 - M_UpdateControl Button

Properties		
Button Element		
Name (ID) M_UpdateControl		
Position and Size		
Image: Width * Height Width * Height Image: Width * Height Image: Width * Height		
Depth + +10 +100 Visible 0		

Figure 43 - M_UpdateControl Button Invisible



d. For the newly created button, "M UpdateControl", create a "down" event and add these three actions in this order: Variable Change, GUI Action, and Bi-Directional Macro Action (Figure 44).





e. Please Note! For the Variable Change, it will be different for every page! Please use the Number associated to the Page Name and ID. For example, the room is called "Dining Room 4". Please use '4' in the "#Index_Lutron_ID = 4" statement.

Make sure that the actions match the properties seen below. Make sure the "#Index_Lutron_ID" equals the page number.

Variable Properties	GUI Properties	Bi-Directional Macro Properties
	Properties	
	Set Element Property Action	
	✓ Value Set 🗌 Value Add	
	Main Layer Page Constant Variable	
Description	Remote_Page	Properties
Properties Set Variable Value Action Set Reset Add Set All in Array Variable Name (ID) Variable System Variable	Device Layer Page Constant Variable System Lutron_IP Control Layer Page Constant Variable Shade_Dimmer	Call Macro-Function Action Macros OMC DriverFunc Device Name (ID) Constant Variable Macros
m(I) #Index_Lutron_ID	Element Name (ID) Constant Variable This Element PopUp_Device_Grp Property Name (S) adjust	Image: Constant Image: Constant Image: Constant Image: Constant
Const. Variab. Prop. System Var.	Setting Value Const. Variab. Prop. System m(S) Lutron_Adjustment	

Figure 45 – Variable Properties for Lutron

Figure 46 – GUI Properties

Figure 47 – Bi-Directional Macro Properties

f. Please save the module. This page is complete! Please repeat step 12 when configuring another page to be a Shade. If the next page is a Dimmer, go to step 10. If the next page is a Switch, go to step 11. If all pages are configured, go to step 13.

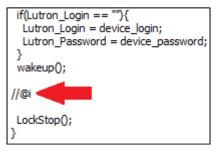


Please note: If more Controllers screens are required, then please repeats steps 10, 11, or 12 on the other iOS or Android screens. No need to re-add pages. Page additions reflect on all Controller types.

13. Do not proceed to this step without configuring all pages first! Once all pages are configured, it is time to edit the driver. Under System Designer, click "Lutron_IP". Then under Properties on the far right side, click on the blue cube in the "Bi-Directional Driver" field (Figure 48).

Properties					
Controled Device					
Name (ID)	Lutron_IP				
Device Def	inition				
Category:	Auxiliary				
Brand:	Lutron				
Type:	ControlSys				
Model:	Lutron				
Device Control (Reference MC) DHCP DDNS Directly by TCPIP L-IP 192.168.0.232 Port 23 G-IP 0.0.0.0 Port					
Real-Time buffer in MC Server "main" function repetition interval: 1,000000					
Password: Login:					
••••••					
Login type: Common					
Bi-Directional Driver					
lutron_driver_IP.drv 📝 🔍 🔀					

Figure 48 – Edit Driver Button





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#Index_Lutron_ID = 1; Lutron_ID = 1; Lutron_Adjustment = ""; #Index_Lutron_Output = 1; Lutron_OutputName = "Smart Bridge 1"; Lutron_OutputID = 1; Lutron_OutputType = 0; Lutron_OutputValue = 0; Lutron_OutputValue2 = 0;

Figure 50 – Use this code for each device

Please replace the "Lutron_OutputName" to the name of the page corresponding to that ID number. Please note that "#Index_Lutron_ID", "Lutron_ID", "#Index_Lutron_Output", and "Lutron_OutputID" will equal the page number for page that was added. Example is shown below (Figure 51):



extern Updat	eControl_HVAC(int DeviceID);	
/* driver fund	tions: */	
	Init*/	
init() {		
LockStart(); Lutron_Activ	/e = 1:	
Lutron_cour	it = 0;	
	VACType > 1) (Lutron_HVACType < 0)){ ACType = 0; // F	
} if(Lutron au	toReconnect != 1){	
	oReconnect = 0;	
	start_Request = 1;	
// Lutron_Ini if(Lutron_Lo		
Lutron_Log	in = device_login; sword = device_password;	
}	sword - device_password,	
wakeup();		
#Index_Lutro Lutron_ID =		
Lutron_Adjus	tment = "";	
Lutron_Outp	on_Output = 1; utName = "Smart Bridge 1";	
Lutron_Outp Lutron_Outp		
Lutron_Outp	utValue = 0;	
Lutron_Outp		
#Index_Lutro Lutron_ID =	2;	
Lutron_Adjus	tment = ""; on_Output = 2;	
Lutron_Outp	utName = "Living Room 2";	
Lutron_Outp Lutron_Outp		
Lutron_Outp Lutron_Outp	utValue = 0;	
#Index_Lutro Lutron_ID =		
Lutron_Adjus		
Lutron_Outp	utName = "Kitchen 3";	
Lutron_Outp Lutron_Outp		
Lutron_Outp Lutron_Outp		
#Index_Lutro Lutron_ID =	4;	
Lutron_Adjus #Index Lutro	tment = ""; on_Output = 4;	
Lutron_Outp	utName = "Dining Room 4";	
Lutron_Outpu Lutron_Outpu	utType = 0;	
Lutron_Outp Lutron_Outp		
#Index Lutr		
Lutron_ID =	5;	
Lutron_Adjus #Index_Lutro	tment = "; on_Output = 5;	
Lutron_Outp Lutron_Outp	utName = "Hallway 5"; utTo = 5:	
Lutron_Outp	utType = 0;	
Lutron_Outp Lutron_Outp		
#Index_Lutro	on_ID = 6;	
Lutron_ID =	5;	
#Index_Lutro	on_Output = 6;	
Lutron_Outp	utName = "Front Door 6"; utID = 6;	
Lutron_Outp Lutron_Outp		
Lutron_Outp		
LockStop();		
}		
wakeup()		
{		

Figure 51 – Example code



15. When all code is inserted and edited for each page, please click "Compile" and the popup "Ok" and then the "Ok" button to save and exit the driver. Please note that the driver MUST display, "Driver Successfully Compiled!". The module will not function properly if the driver does not compile. Please delete the code and retry if compile fails.

Please save the project. All editing is done in the module! Now, it's time to return to the project!

Final Steps – Configuring the Lutron Module in Modular Project

- 1. On the top left corner, select "File" and "Exit" to return to the modular project. Navigator will ask to save and please save the module when exiting.
- 2. In Modular Project Please go to System Designer and select the desired edited controller screen.
- 3. In Modular Project Click on the newly added Lutron Pages in Controller Designer. All pages should be added.
- 4. In Modular Project Final step: Click on each Lutron Page and enter the Lutron ID into the "moduleDeviceID" field in the properties for each page (Figures 52, 53, 54).

Properties	Properties	Properties
GUI Page	GUI Page	GUI Page
Name (ID) Living Room 2	Name (ID) Kitchen 3	Name (ID) Dining Room 4
Layer Icon Size Middle Common 1024 * 768	Layer Icon Size Middle Common V 1024 * 768	Layer Icon Size Middle Common V 1024 * 768
Animation	Animation	Animation
× ×	~ ~ ~	~ ~
Device Module	Device Module	Device Module
Module Remote	Module Remote	Module Remote
Lutron_IP V	Lutron_IP V	Lutron_IP V
Module Device ID: 2	Module Device ID: 3	Module Device ID: 4
Category: Lights	Category: Lights	Category: Shades
Device Module Icon:	Device Module Icon:	Device Module Icon:

Figure 52 – Dimmer Page with ID

Figure 53 – Switch Page with ID

Figure 54 – Shade Page with ID

5. The Caséta Module is complete with setup! Please continue to "Zone Construction" to drag and drop Lutron Devices into Zones and Categories as a normal modular project would be programmed.

*Change the IP Address of the Lutron device to the static IP Address that was configured in the network settings.

*Page Names may now be changed in Modular Programming, just make sure to Compile the Project and save!

*Lutron Login may also be disabled for ease of use. Please refer to the Disabling Lutron Login Page guide on the Tech Guides Portal at <u>http://www.keydigital.com/compass/techguide.htm</u>

