



# TOTAL CONTROL

## HUNTER DOUGLAS POWERVIEW GEN 3 INTEGRATION GUIDE

HUNTER DOUGLAS POWERVIEW GEN 3  
VERSION 1.0  
INTEGRATION GUIDE



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### Overview

This module offers IP control and status feedback of Hunter Douglas PowerView Gen 3 shades and scenes.

#### Module Features:

- Two-way control of **individual shades and scenes**
- **Custom macro integration**
- **Queries**
- **Device Events**

#### Supported Models:

All shades supported by Hunter Douglas PowerView Gen 3 Gateway.

#### URC Compatibility:

- URC's Hunter Douglas PowerView Gen 3 module is compatible with the **Accelerator 3** software platform.
- URC's Hunter Douglas PowerView Gen 3 module is compatible with all current URC controllers.

#### Firmware Compatibility:

- Accelerator 3 – 3.02.0218.4
- PowerView Gen 3 Gateway – 3.1.398

#### Hunter Douglas PowerView Gen 3 Firmware (3.1.398) Known Issues:

- "Capability 9" Shades: Primary motor control does not receive "motion-start" event. This will impact Motion Status and Target Position feedback.
- Sometimes, the final position of a shade is different from the set and target positions.

### Requirements:

- An installed and functional Hunter Douglas PowerView Gen 3 shade system.
- PowerView Room IDs are needed for interface UI control. These can be discovered at [gatewayIpAddress]/home/rooms
- PowerView Shade IDs will be needed for macros. These can be discovered in the device app or [gatewayIpAddress]/home/shades.
- PowerView Scene IDs will be needed for macros. These can be discovered in the device app or [gatewayIpAddress]/home/scenes

## General Information

**Module:** Hunter Douglas PowerView Gen 3

**Version:** 1.0

**Developer:** Control Concepts, Inc.

**Communication:** IP

**Category:** Window Shades

**Module Type:** Core/Interface

**Multiple Module Support:** Yes

**Unified:** No

**URC Compatibility:** Accelerator 3

**Device Events:** Yes

**Two-way Module Communication:** Yes

### Adding & Configuring the Module

TCM files are found on the [URC Dealer Portal](#). Once you have downloaded and imported the file, perform the following steps to add the module to a project:

This module can be added to any new or existing Total Control System.

#### Adding the [Core]:

The **[Core]** module contains all the system data that runs and operates the module. Only **one (1) core** is needed to use this module.

#### Add Other Devices:



1. Select **a room** for the core to be added to.
2. Select **My Database**.
3. Select **IP Database**.
4. Select **Window Shades** category.
5. Select **Hunter Douglas** from the brand list.
6. Select **PowerView Gen 3 Gateway [Core]**.
7. Select **Add Selected Modules** to add it to the project.



For more information on two-way modules, what they are, where to find them, and how to import them, please review [this guide](#).

Step 4 Add URC Devices - CCI Lab

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1 a.Add Selected Modules b.Create New Driver c.Test

2 1.Select Room : CCI Lab

3 Previous Next

4 2.Select Database : ☐ URC ☒ My

3.Select Module Type : IP Database

4.Select Category : Window Shades

5 5.Select Brand : HUNTER DOUGLAS

6 6.Select Model : POWERVIEW GEN3 GATEWAY [Core]  
POWERVIEW GEN3 SCENES [Interface]  
POWERVIEW GEN3 SHADES [Interface]

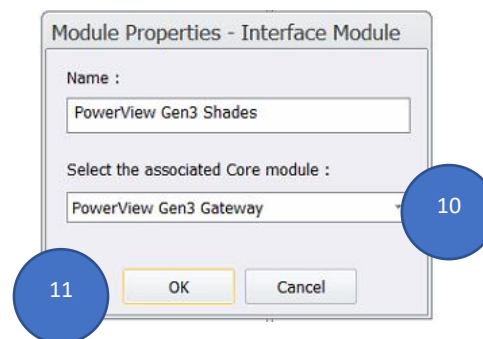
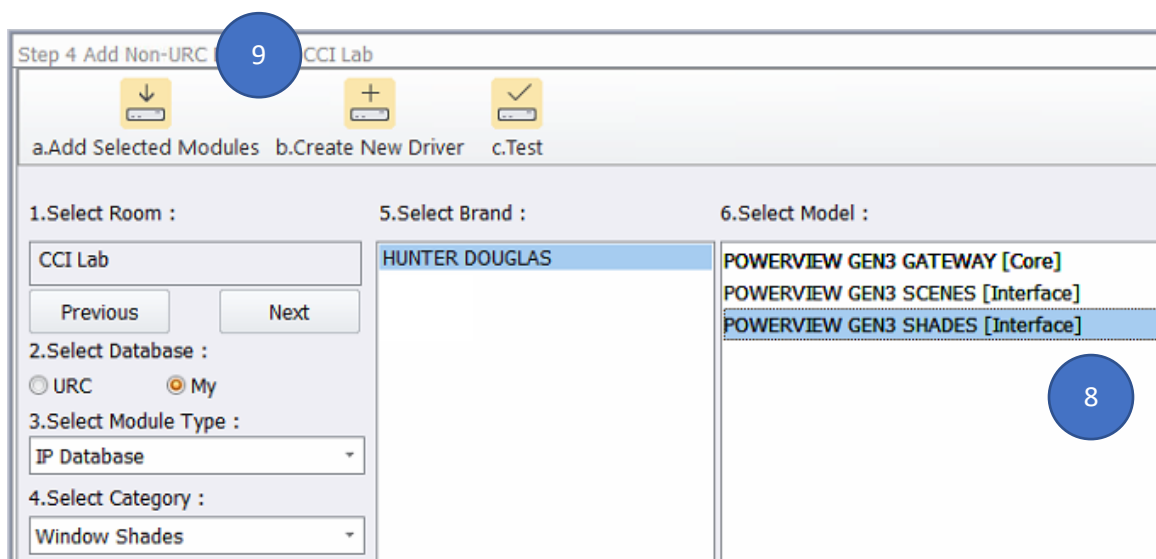


Choose which room in the system to place the module. This two-way device **requires a single (1) Core module** in the system. It is a best practice to place Core module into a room labeled “**Core**”. This room can be hidden later from the **Room Properties** menu.

Adding the **[Interface]**:

The interface represents the physical shade device in the system and is the button the use selects when accessing the shades.

8. Select **PowerView Gen3 Shades [Interface]**.
9. Select **Add Selected Modules**.
10. The **Interface Module** properties window appears. Select the **PowerView Gen3 Gateway** from the **Core Module** list.
11. Select **OK** to add it to the project.



### NOTES:

- For users programming in **Express**, an interface must be added in **each room/zone** the user wants to access the shades.
- For users programming in **TC Experience**, it is best practice for programmers to add **one instance** of the interface and use the “**Jump to Device**” feature in **Step 11B**.
- The **Interface** by default as the name “Shades”. Names can be modified by entering a new name in the field or by renaming the interface in the project tree.





### Network Setup




1. Select **Non URC Device**.
2. Enter the **IP Address** for the **Hunter Douglas PowerView Gen 3**.
3. Leave the **default port** as is.

Step 6 Network Settings: Other Devices

  
a.LAN & Wifi

  
b.URC Device

  
c.Non URC Device

Room	Device	IP Address	Port
CCI Lab	PowerView Gen3 Gateway	192.168.196.106	80



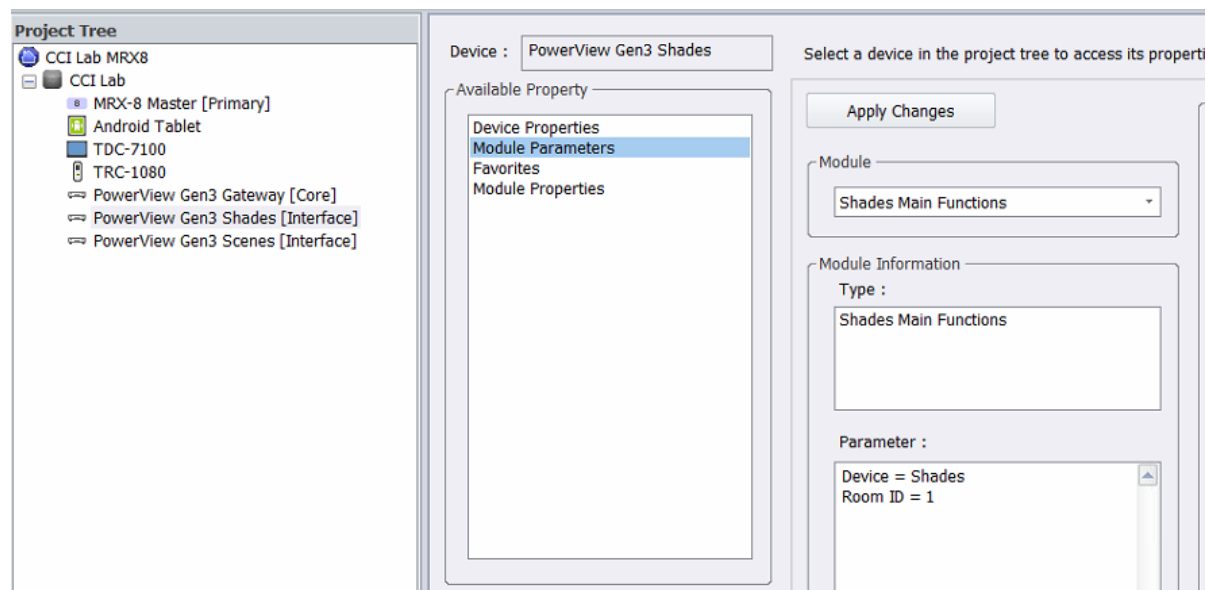
It is **required** that Hunter Douglas PowerView Gen 3 have a **permanent IP address** when integrated with Total Control. A **static IP Address** may be configured, or a **MAC/DHCP reservation** may be assigned from within the router.

### Properties Manager



Only the **Interfaces** require configuration within this programming step.

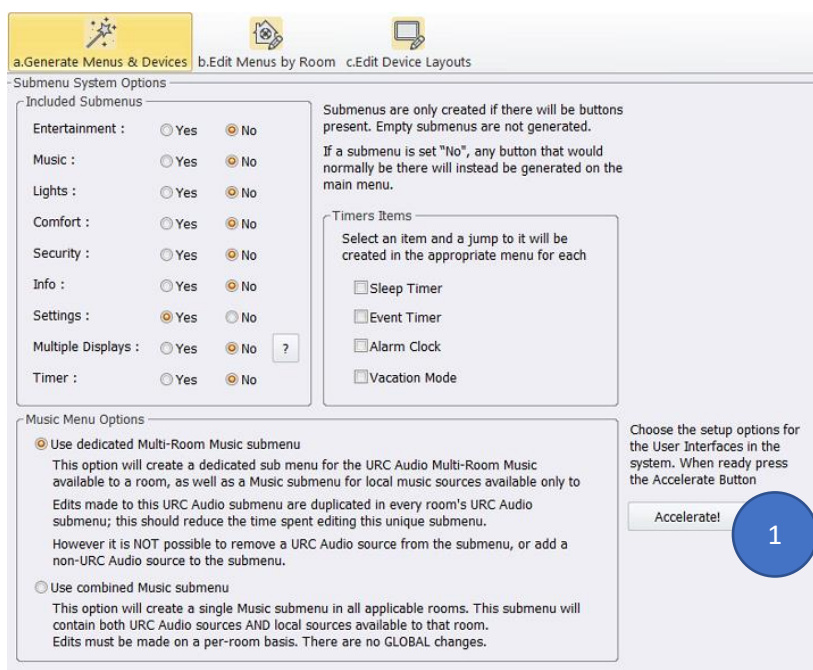
1. Select **Connect Hunter Douglas PowerView Gen3 Shades [Interface]** from the **project tree**.
2. Select **Module Parameters**
3. Leave the default **Device** parameter
4. Set the **Room ID** parameter to match the Room ID defined in the Hunter Douglas Gateway for that room. (Find Room ID at [gatewayIpAddress]/home/rooms)
5. Repeat for each **[Interface]**



### Edit User Interfaces



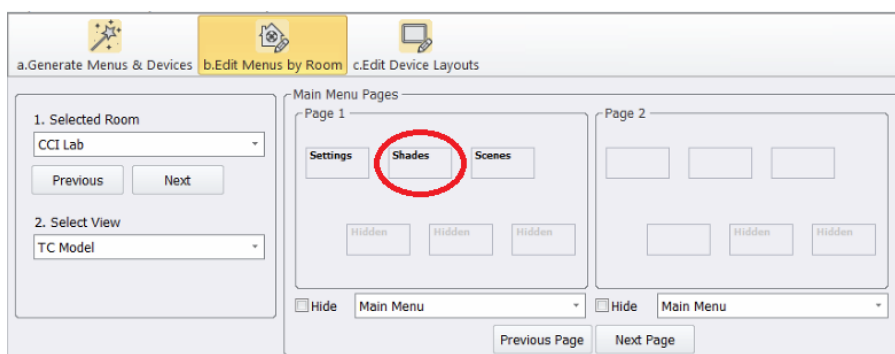
#### 1. Select **Accelerate!**



**NOTE:** By default, buttons to access the **Shades** module are placed on the Main Menu.

This button can be relocated to a different page or sub-menu by **dragging and dropping** it into the desired location.

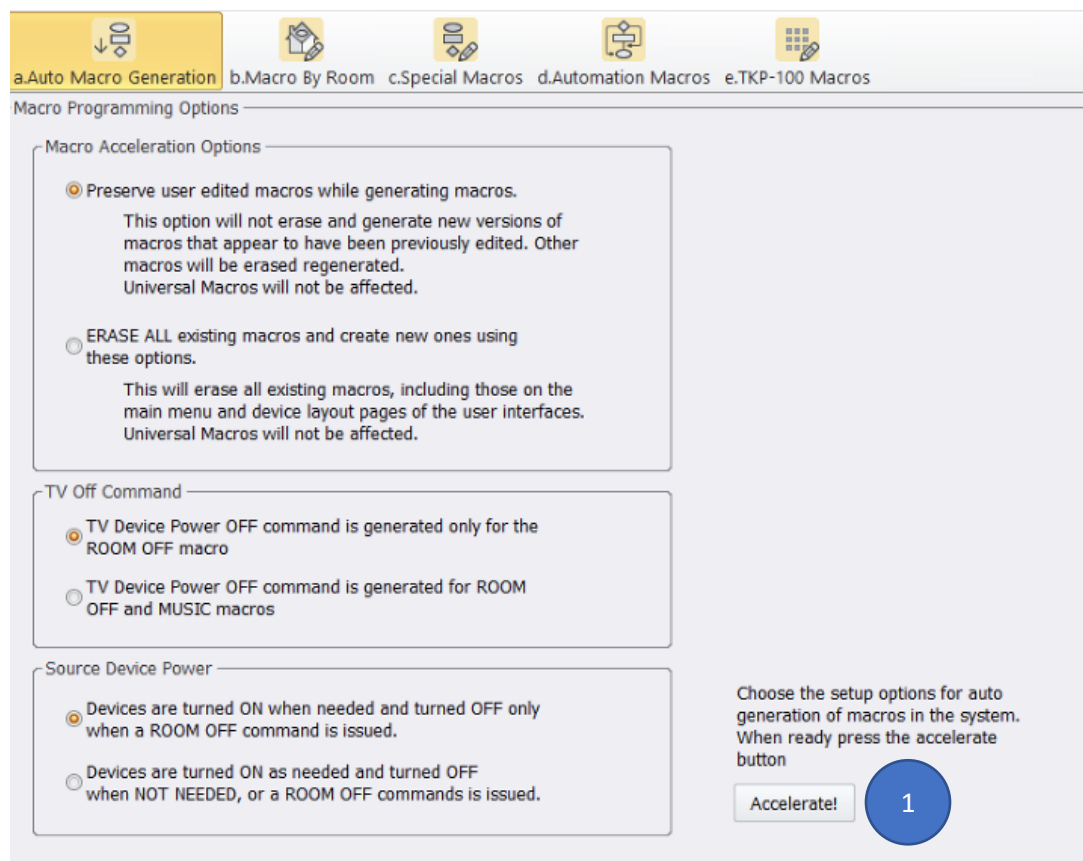
Keep in mind, if the system is Accelerated with the **ERASE** option, this button **returns to its original position** on the Main Menu.



### Macro Editing



1. Select **Accelerate!**
2. Make additional programming changes as needed within the remaining steps. Once completed, save the project and **Download** to the system.



a.Auto Macro Generation b.Macro By Room c.Special Macros d.Automation Macros e.TKP-100 Macros

Macro Programming Options

Macro Acceleration Options

☒ Preserve user edited macros while generating macros.  
This option will not erase and generate new versions of macros that appear to have been previously edited. Other macros will be erased regenerated. Universal Macros will not be affected.

☐ ERASE ALL existing macros and create new ones using these options.  
This will erase all existing macros, including those on the main menu and device layout pages of the user interfaces. Universal Macros will not be affected.

TV Off Command

☒ TV Device Power OFF command is generated only for the ROOM OFF macro

☐ TV Device Power OFF command is generated for ROOM OFF and MUSIC macros

Source Device Power

☒ Devices are turned ON when needed and turned OFF only when a ROOM OFF command is issued.

☐ Devices are turned ON as needed and turned OFF when NOT NEEDED, or a ROOM OFF commands is issued.

Choose the setup options for auto generation of macros in the system. When ready press the accelerate button

Accelerate!

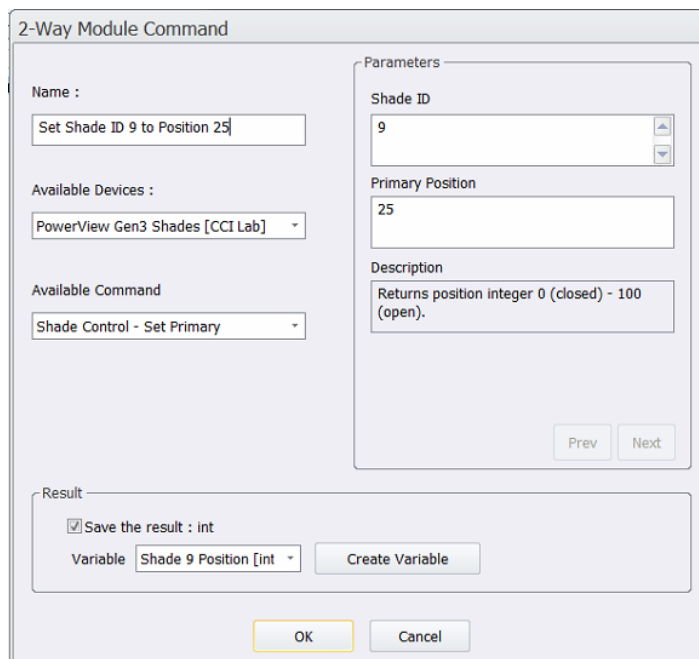
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### Two-way Module Macros:

#### Set Commands:

Two-way module commands are special two-way functions that are derived from the two-way module and are the only way to send discrete commands to the Hunter Douglas PowerView Gen 3 system.

- A. **Scene or Shade ID** as set in PowerView Gen3 is required for any discrete control.
- B. **Activate Scene** will only require the ID
- C. **Set Positions** will require an integer 0 (closed) to 100 (open)
- D. All commands will return an appropriate value to acknowledge the command was received and executed.



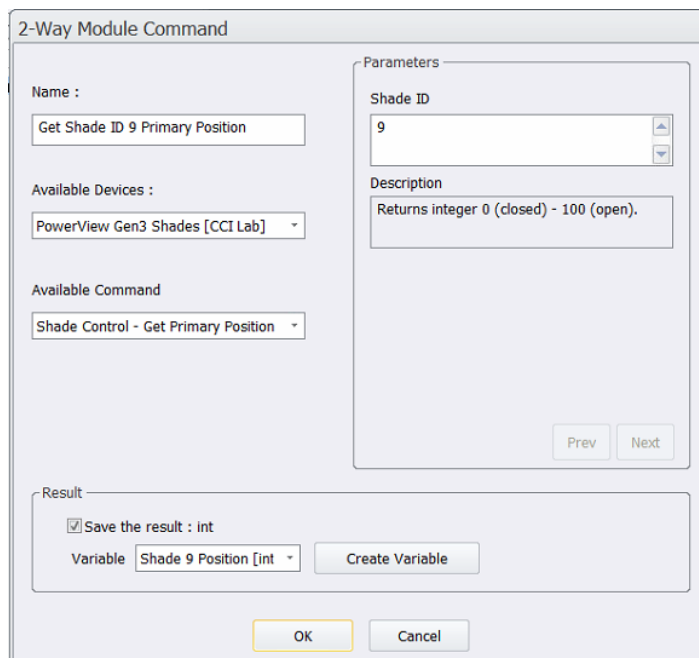
The screenshot shows the '2-Way Module Command' dialog box. The 'Name' field contains 'Set Shade ID 9 to Position 25'. The 'Available Devices' dropdown is set to 'PowerView Gen3 Shades [CCI Lab]'. The 'Available Command' dropdown is set to 'Shade Control - Set Primary'. The 'Parameters' section shows 'Shade ID' as 9 and 'Primary Position' as 25. The 'Description' field reads 'Returns position integer 0 (closed) - 100 (open)'. The 'Result' section has a checked box for 'Save the result : int', with a variable dropdown set to 'Shade 9 Position [int]' and a 'Create Variable' button. 'Prev' and 'Next' buttons are visible in the parameters section, and 'OK' and 'Cancel' buttons are at the bottom.

#### Query Commands:

Query commands allow the Total Control system to ask a device for information. This information can be saved as a variable, allowing for advanced macro creation based on conditional logic.

**Get Shade Primary Position:** Requests the current motor position of the specified shade.

- A. **Scene or Shade ID** as set in PowerView Gen3 is required for any query.



The screenshot shows the '2-Way Module Command' dialog box for a query command. The 'Name' field contains 'Get Shade ID 9 Primary Position'. The 'Available Devices' dropdown is set to 'PowerView Gen3 Shades [CCI Lab]'. The 'Available Command' dropdown is set to 'Shade Control - Get Primary Position'. The 'Parameters' section shows 'Shade ID' as 9. The 'Description' field reads 'Returns integer 0 (closed) - 100 (open)'. The 'Result' section has a checked box for 'Save the result : int', with a variable dropdown set to 'Shade 9 Position [int]' and a 'Create Variable' button. 'Prev' and 'Next' buttons are visible in the parameters section, and 'OK' and 'Cancel' buttons are at the bottom.



Query commands, variables, conditional logic, Device Events, and more are **ONLY** available within the **Total Control Experience**. If this option is not available, speak with a **URC Representative** for more details about getting certified.

### Device Events:

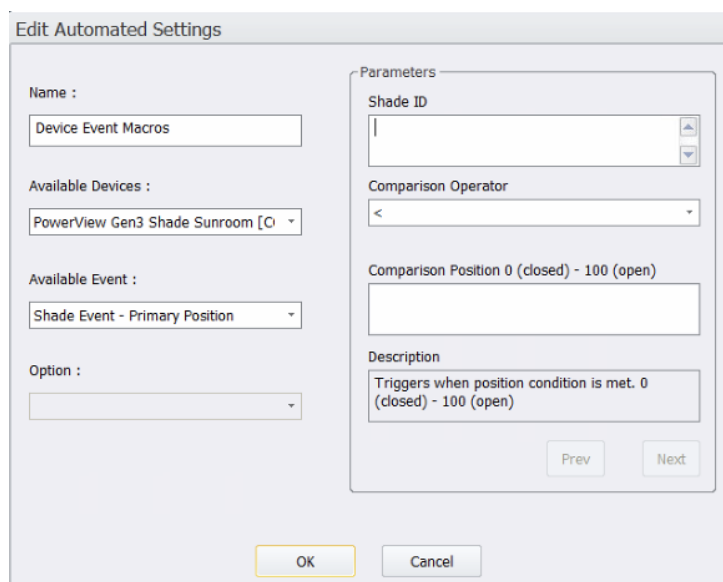
The Hunter Douglas PowerView Gen 3 module may trigger custom macros based on events or changes in the system.

**Primary Position:** Allows for a macro to be triggered based on a specific shade's position.

- A. **Shade ID:** Enter the ID of the shade.
- B. **Comparison Operator:** Choose a comparison operator. The operator works with the **Comparison Position** to determine when the event is triggered.

- a. **Equal:** Triggers the macro when the specified shade reaches the specified comparison position.
- b. **Greater Than:** Triggers the macro when the specified shade moves above the specified comparison position.
- c. **Less Than:** Triggers the macro when the specified shade moves below the specified comparison position.

- C. **Comparison Position:** Enter a percentage value to represent the shade position. The % symbol is **not required**.



### **Training Resources:**

For additional information on using macros in automation, and macro theory, refer to the following Self-Paced Tutorial links below:

- [Making the Most of Two-Way Modules](#)
- [Macro Theory](#)
- [Using Macros in Automation](#)

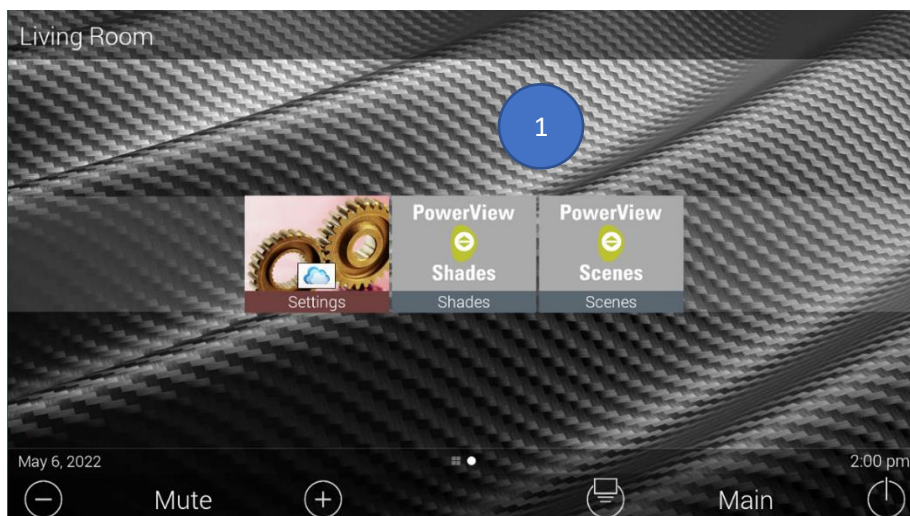
### Using the Module

This section of the document explains how to operate and navigate the shades module.

All labels are generated from the PowerView Gen 3 Gateway configuration.

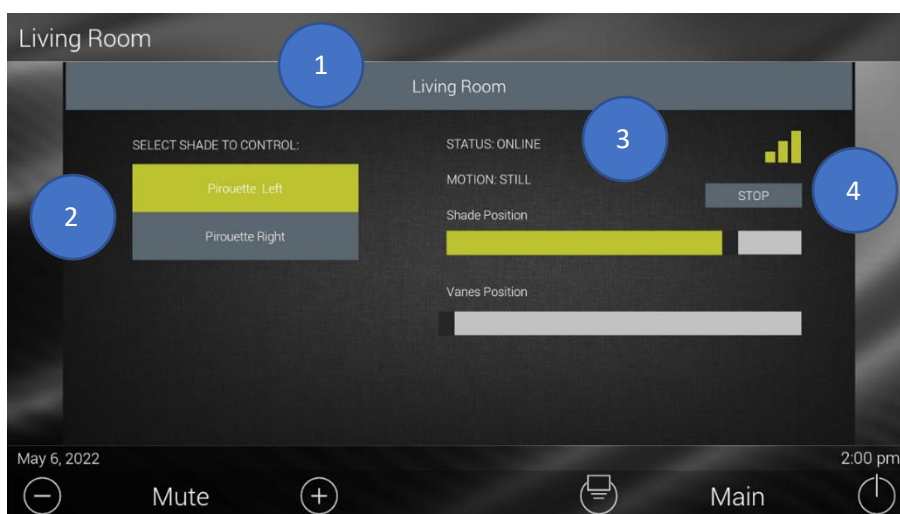
#### Launching the Module:

1. Select a **room Shades** or **Scenes** icon to control from the Main Screen.



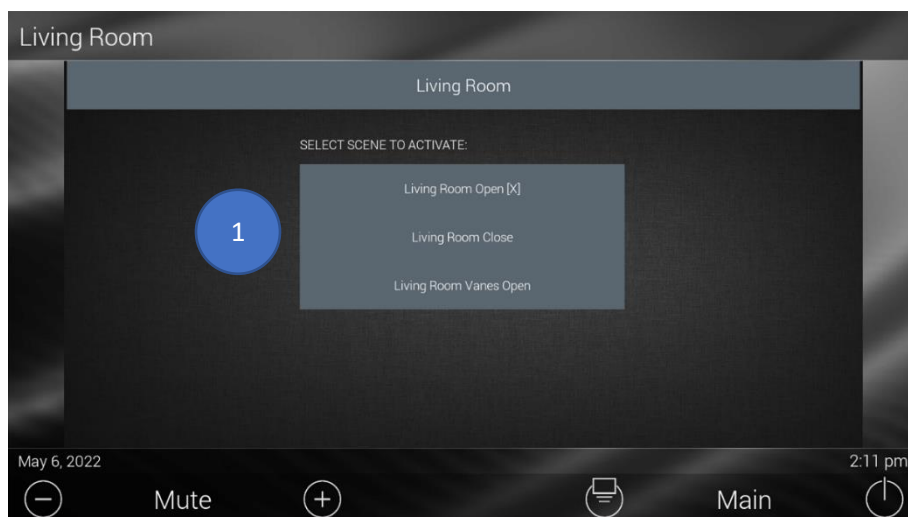
#### Controlling Shades:

1. Room Name assigned to the Room ID used.
2. Select an individual **shade** from the list of available shades.
3. This section will show feedback based on the selected shade. This section may have 1-3 motors. Each motor will have a **fader** control to show the current position of the shade and set new positions.
4. Press **STOP** to cancel movement.



### Controlling Scenes:

1. Select a scene from the list of available scenes to activate that scene.







### Revision History

Document Version	Revision Date	Revision Summary
1.0	May 6, 2022	Initial Draft