

Hunter Douglas PowerView URC Module

V2

Overview

This document details how to integrate a Hunter Douglas PowerView Hub and Shades into URC systems. This module supports user interfaces on the following URC products: TKP-7000, TKP-2000, TRC-1080, URC Mobile Phone (iOS/Android), and URC Mobile Tablet (iOS/Android). This module specifically supports the Hunter Douglas PowerView Hub.

Ensure you have setup and can control your Hunter Douglas Shades with the Hunter Douglas PowerView Hub using the Hunter Douglas PowerView Application. This module uses the exact scene names that are entered in the Hunter Douglas PowerView Application, and **each scene name must be unique**.

Changelog

V1 – Original Release

V2 – Added Support for Multi-Scenes and Hub Gen 2

Installation

1. Import the URC module into Accelerator. Restart Accelerator before continuing.
2. Add the module to your project (**Accelerator STEP 4**)
3. Identify IP address (**Accelerator STEP 6**)
4. URC requires every module to have a unique address. This module uses this address for the IP Address of the PowerView Hub. Enter the IP Address belonging to the hub.
5. Accelerate menus (**Accelerator STEP 10**)
6. Download and Test!

NOTE: The URC Controller must be restarted to add new scenes. Scenes are collected from the Hunter Douglas PowerView Hub on start up.

Advanced

Macro/Direct Execution of Scenes.

- This module supports direct execution of a scene for macro/automation purposes inside URC Accelerator.
- To execute a specific scene through a macro, use the connected device functions. The format must be exactly as follows, replacing "Scene Name" with the exact scene name you wish to execute. The name is case sensitive.
TOGGLE=Scene Name
- Example
TOGGLE=Good Morning