

TAHOMA SHADES INTEGRATION GUIDE

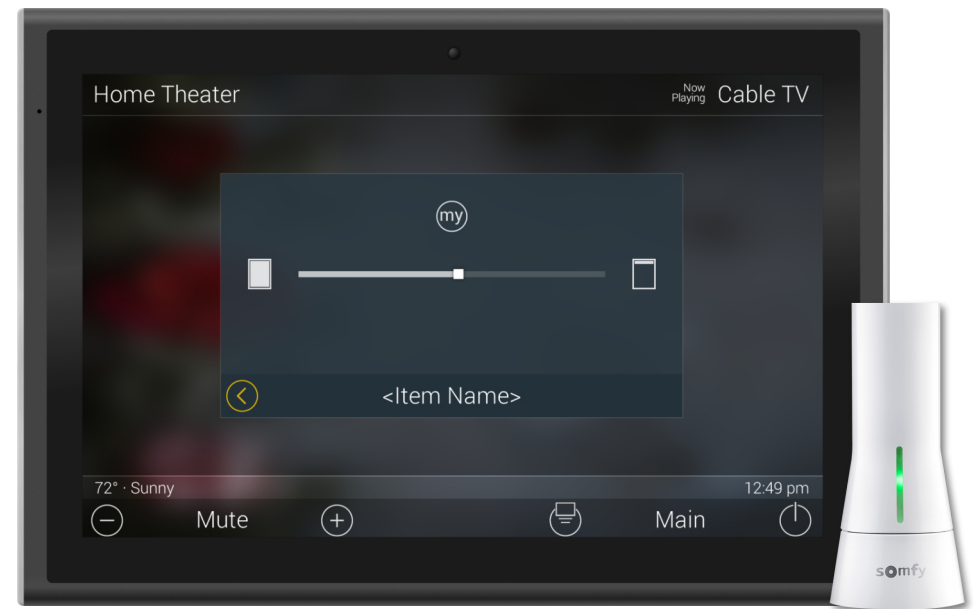


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Overview

The **TaHoma Shades** module provides Total Control users with two-way control of shades connected via the **TaHoma Beacon**. Shades are controlled directly from within the module with two-way feedback.

The **TaHoma Shades** module also provides support of TaHoma lighting device via macro integration (Two-way Module Commands) and Automation Events (Device Events).

Supported Models

This module only functions with the **TaHoma Beacon**. For more information on the **TaHoma Beacon**, please click [here](#).

URC Compatibility

This module is compatible with any **Total Control 2.0** or **Flex 2.0** system.

Requirements

- **TaHoma Beacon must be configured and fully functional** prior to integration with Total Control.
- Configure the **TaHoma Beacon** to a **DHCP reservation** on the local router, this assures that the device maintains the same IP address.

General Information

Module	: TaHoma Shades
Developer	: URC
Communication	: IP
Category	: Windows Shade
Module Type	: Core / Interface
Multiple Module Support	: Yes
URC Compatibility	: TC 2.0 & Flex 2.0
Device Events	: Yes
Two-way Module Commands	: Yes



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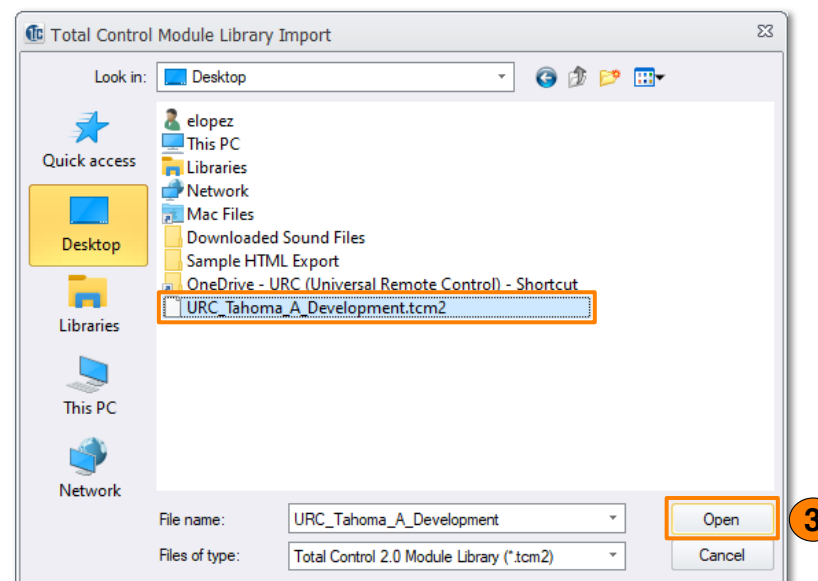
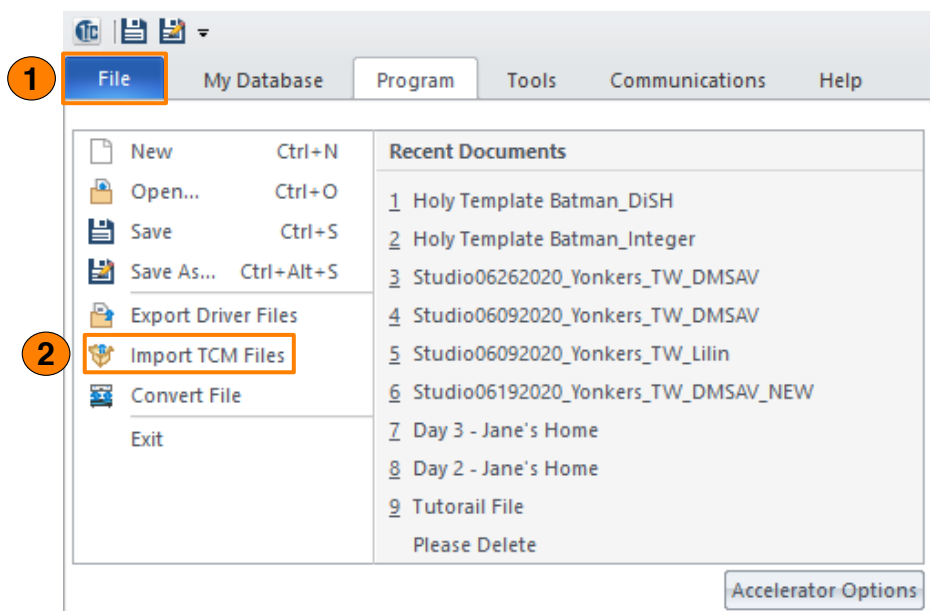
Downloading & Importing the Module

Download the **Tahoma Shades Shades** two-way module from the URC Dealer Portal:

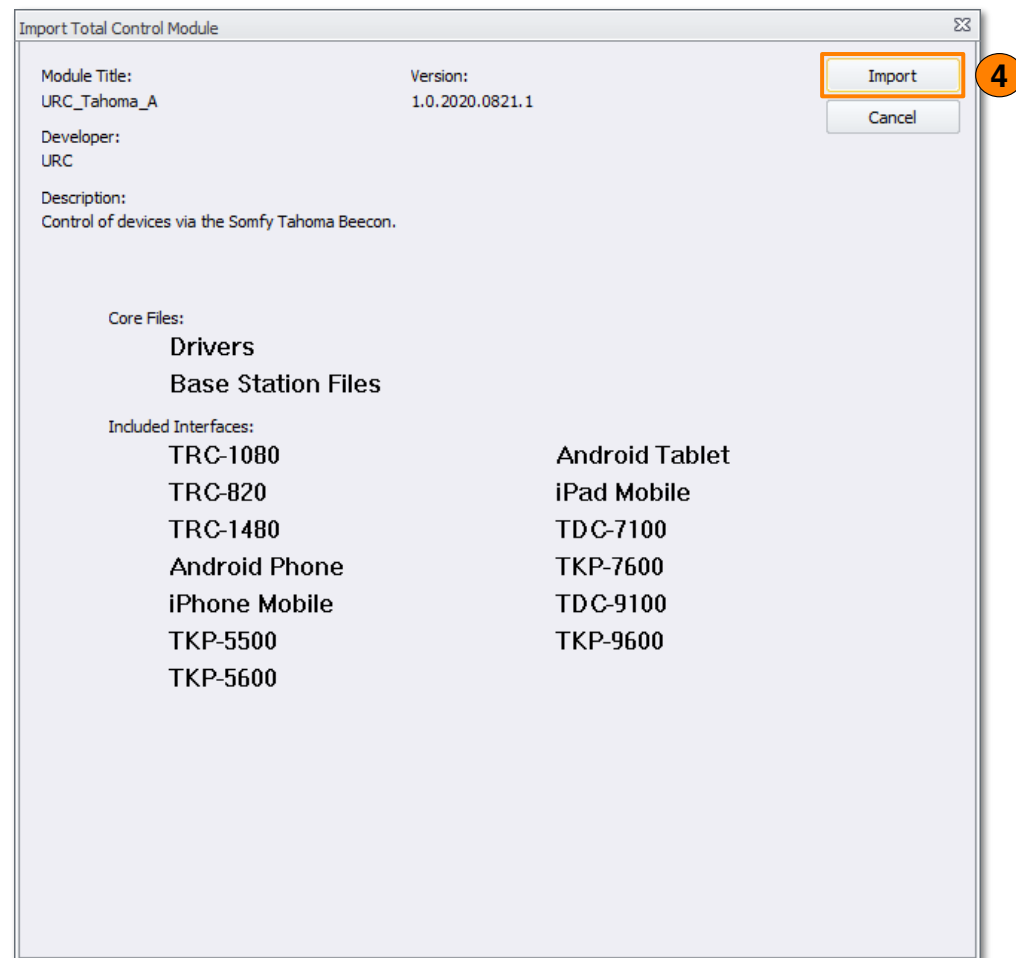
<https://urcportal.com/Main/ProductR/?ilevel1=7&ilevel2=&ilevel3=&rbox=r10>

Once the module has been downloaded, perform the following:

1. Select the **File** tab.
2. Select **Import TCM Files**.
3. Locate the **".tcm2"** file and select **Open**.



4. Select **Import**.
5. If applicable, save any work and **restart the software**.



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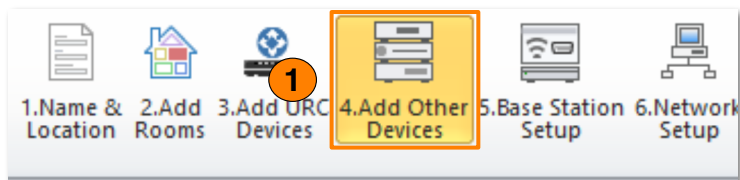
Adding & Configuring the Module

The **TaHoma Shades** module can be added to any new or pre-existing system.

Adding the [Core] Module

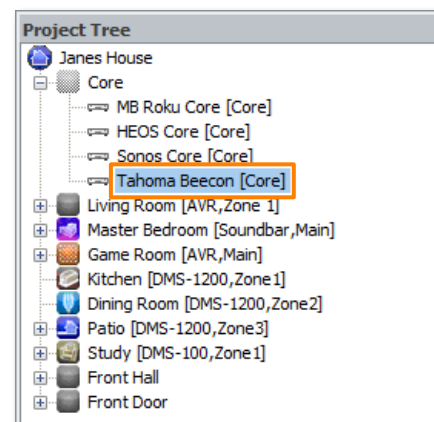
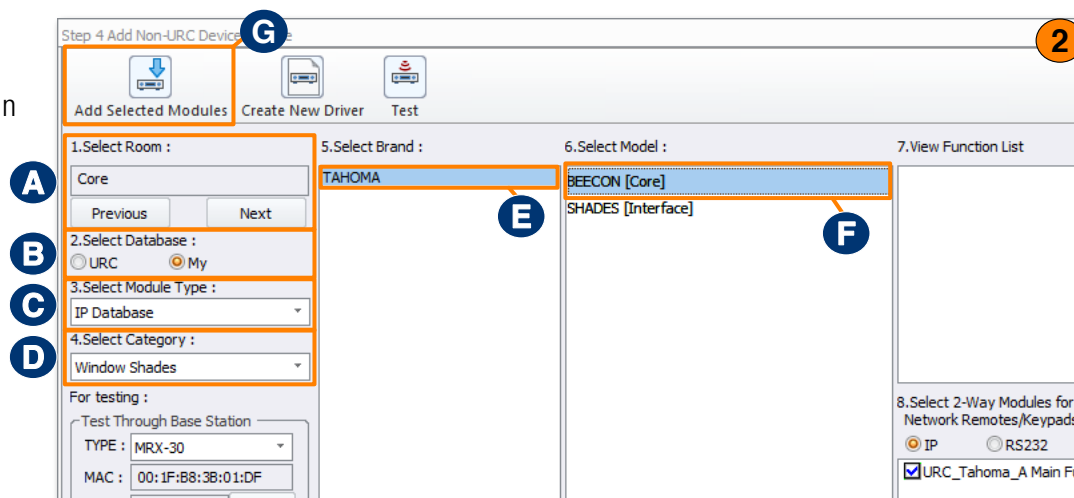
Add a [Core] module for **every physical TaHoma Beacon device** that exists in the home or business. Typically **only one (1) [Core] module is required**.

1. Select **Step 4: Add Other Devices**.



2. Perform the following:

- a. **Select Room:** Choose a room to add the module (i.e. Core).
- b. **Select Database:** My
- c. **Select Module Type:** IP Database
- d. **Select Category:** Window Shades
- e. **Select Brand:** TaHoma
- f. **Select Model:** BEECON [Core]
- g. **Double-click** or select **Add Selected Modules**.



[Core] modules **do not display** on any interface. URC recommends creating a room labeled **"Core"**, hiding it, and placing all [Core] modules there for organizational purposes.

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Adding the [Interface] Module

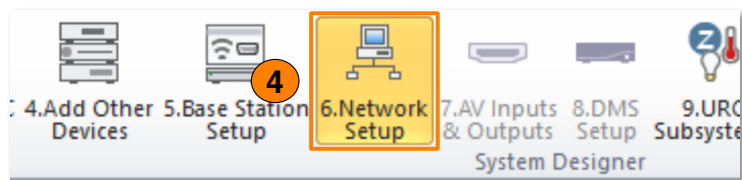
With a [Core] added, the [Interface] module must be added to a room/zone.

Add an [Interface] module to every room/zone that physically contains TaHoma shades or requires access for control.

3. Perform the following:

- Select Room:** Choose a room (i.e. Master Bedroom) in the system that requires access.
- Select Database:** My
- Select Module Type:** IP Database
- Select Category:** Window Shades
- Select Brand:** TaHoma
- Select Model:** SHADES [Interface]
- Double-click** or select **Add Selected Modules**
- Enter a custom name**, this label becomes the **button name** on the user interface.
- Select OK.**

4. Select **Step 6: Network Setup**.



5. Select **Non URC Device**.
6. Enter the **IP address of the Beacon device**, this must be configured on the networking using a DHCP/MAC reservation within the local router.

Step 6 Network Settings: Other Devices

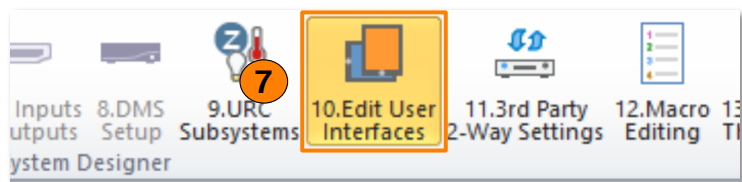
LAN & Wifi | URC Device | **Non URC Device** 5

Room	Device	IP Address	Port
Core	MB Roku Core	192.168.22.216	8060
Core	HEOS Core	192.168.22.235	1255
Core	Sonos Core	0.0.0.1	0
Core	Tahoma Beacon 6	192.168.22.234	44...
Living Room	TV	192.168.22.229	20...
Game Room	AVR	192.168.22.236	23
Game Room	Hue	192.168.22.220	443
Patio	Patio Cam 1	192.168.22.217	80
Patio	Patio Cam 2	192.168.22.218	80
Front Hall	Thermostat	0.0.0.2	0

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7. Select **Step 10: Edit User Interfaces**.



8. Select **Accelerate!**

Step 10 Main Menus/Layouts: Edit Programming Options

Generate Menus & Devices Edit Menus by Room Edit Device Layouts

Options for generating User Interfaces

Submenus

☒ Similar activities will be placed into submenu which will be available from the Main Menu Advanced

☐ Every activity for a room/area will be represented on the Main Menu

URC DMS Linked Enter text label for Linked DMS Volume control

Choose the setup options for the User Interfaces in the system. When ready press the Accelerate Button

8 Accelerate!

By **default**, access to this button is placed within the **Main Menu**.



Move this button by **dragging-n-dropping** it into the desired location such as the Settings sub-menu.

Keep in mind, if the system is **Accelerated with the ERASE option**, this button **returns to its original position** in the Settings sub-menu.

Step 10 Main Menus/Layouts: Edit Menu by Room

Generate Menus & Devices Edit Menus by Room Edit Device Layouts

1. Selected Room : Master Bedroom Previous Next

2. Select View : Universal Layout

Main Menu Pages

Page 1: Entertainment, Music, Settings, Lighting, Camera

Page 2: (Empty)

☐ Hide Previous Page Next Page

3. Add New Items

- Drag to add a new SUBMENU (Drag to main menu only)
- Drag to add a new DEVICE JUMP
- Create a jump to a Special Module
- Drag to add a new MACRO

All Sub Menus

Entertainment Menu Pages

Page 1: Cable TV, Roku, Analog, USB, TUNER, NETFLIX

Page 2: SEN, TV, Hidden, Hidden, Hidden, Hidden

☐ Hide Previous Page Next Page

Music Menu Pages

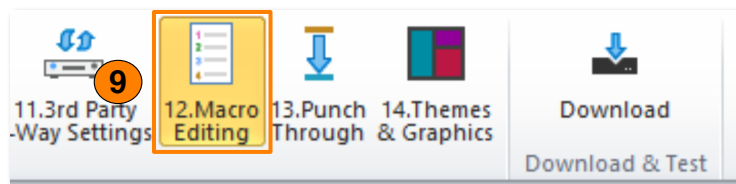
Page 1: Pandora, TuneIn, Deezer, Napster, iHeartRadi, Sirius XM

Page 2: Soundcloud, Tidal, Amazon Mi, HEOS Loca, HEOS Play, HEOS Hist

☐ Hide Previous Page Next Page

<< Submenus >> Apply

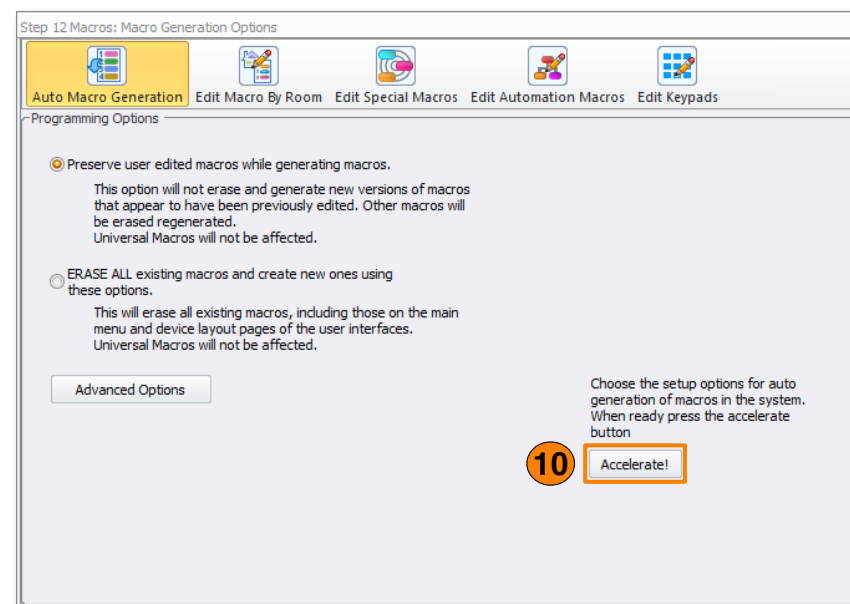
9. Select **Step 12: Macro Editing**.



10. Select **Accelerate!**

11. Download the configuration to the system.

The **TaHoma Shades** shades module has been successfully added to the Total Control system. There are **additional steps to complete** the integration process; however, these steps are **performed from the user interface**.

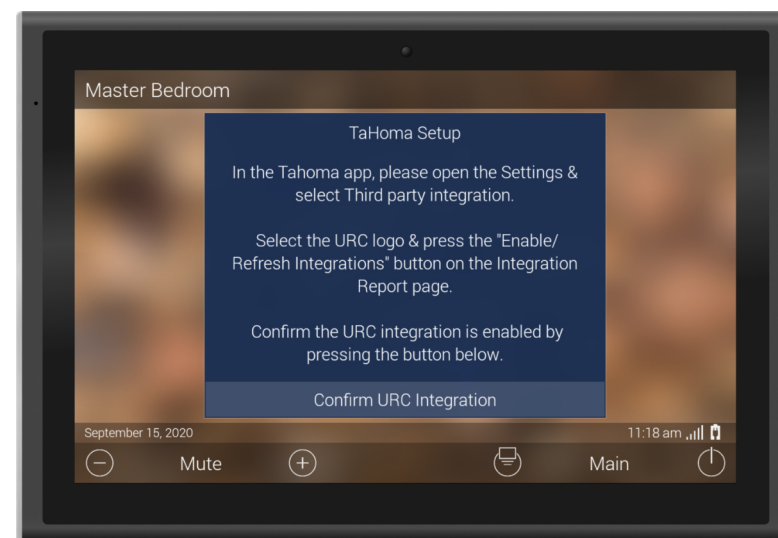


Initializing the Module

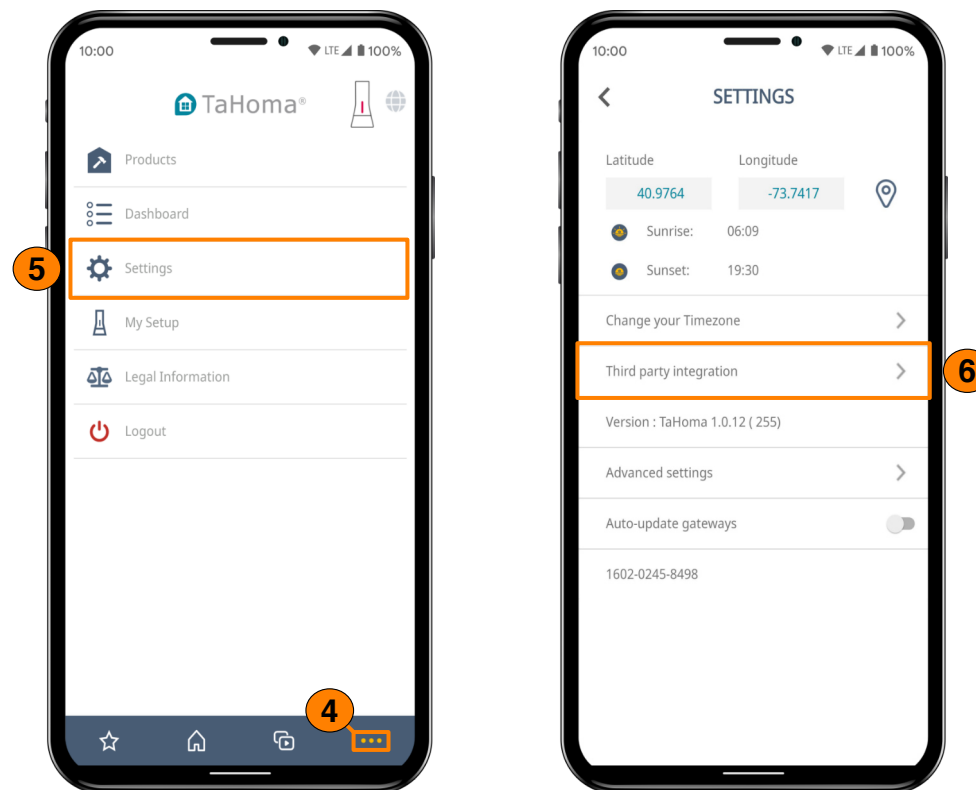
Before the TaHoma module can be used for control or macro integration, it must first be initialized from any user interface within the system.

Perform the following steps from within

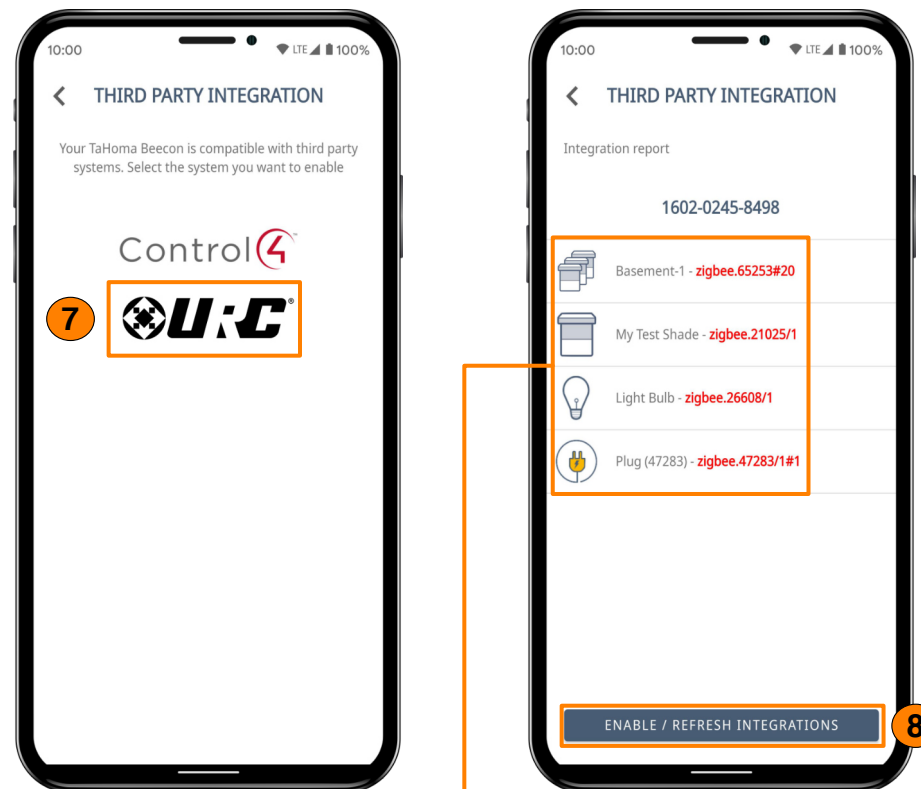
1. Navigate to the room/area (i.e. Master Bedroom) where the **Shades [Interface]** module was placed ([page 5](#)).
2. Select the **Shades button** on the **Main Menu**, this is the default location.
3. Keep **this screen opened** on the user interface, if the device's screen goes to sleep, simply wake the device and the page remains on the screen.



4. Open the **TaHoma mobile app** (iOS and/or Android) and click on the Options button ["..."].
5. Select the **Setting** button.
6. Click on **Third Party Integration**.



7. Select the **URC** logo.
8. Click on **Enable / Refresh Integrations**.

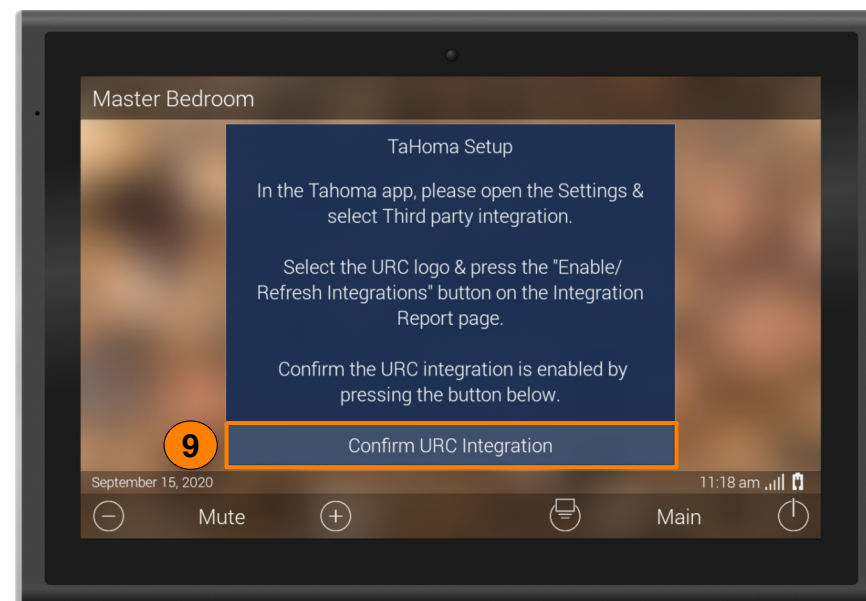


Integration Report: Contains the **ID value of each TaHoma device** that has been installed using the **Beecon**. These IDs must be used in **two-way module commands** and/or supported **Device Events**.

- Return to the Total Control system user interface [page 9] and select **Confirm URC Integration**.

This step **MUST be performed after** clicking on the **Enable / Refresh Integrations** button on the previous page.

Once the module has been confirmed, the **TaHoma module is displayed** on the user interface. The module can be used for control and tilt of TaHoma Shades as well as control of TaHoma light via macro integration.



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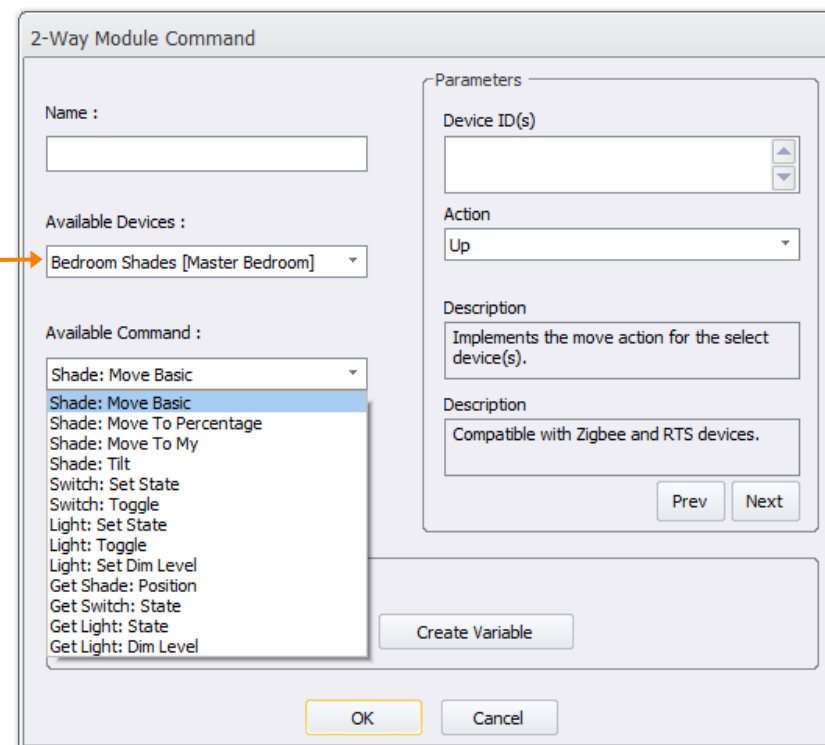
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Two-way Module Commands

Two-way module commands are special one-way functions that are derived from the two-way module and the only way to send discrete commands to the **TaHoma Shades** module.

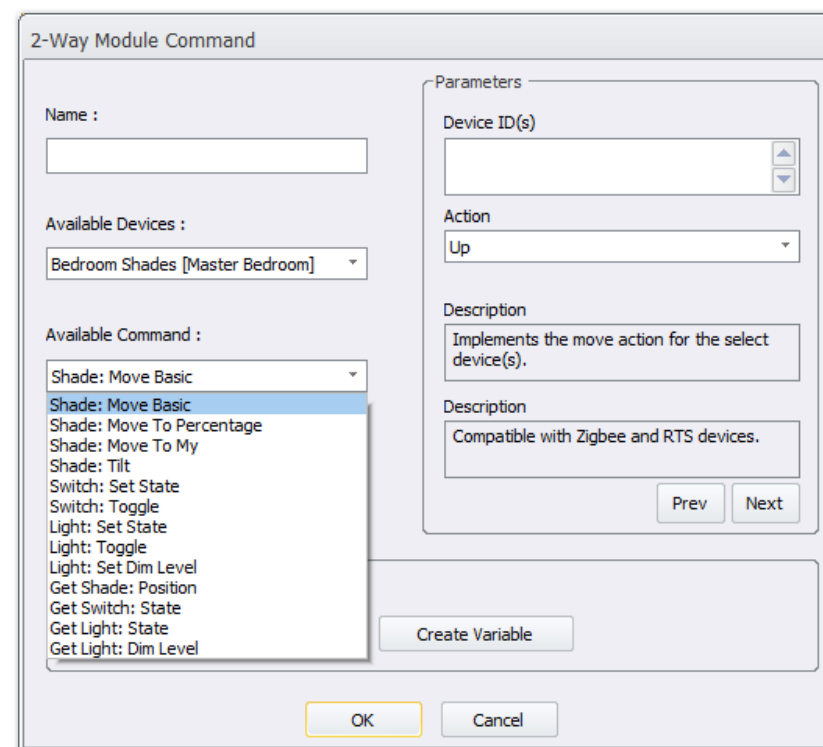
Below are the available two-way module commands:

- **Shade : Move Basic:** Using the Device ID(s) of the desired shades, this adds a command to any macro that moves the shades up, down, or stop. Multiple Device IDs can be entered, use a comma (,) to separate Device IDs.
- **Shade : Move to Percentage:** Using the Device ID(s) of the desired shades, this adds a command to any macro that moves the shades to the entered percentage (0-100) [0 = Shades Open & 100 = Shades Closed].
- **Shade : Move To My:** Adds a command to any custom macro that moves the entered shades device (using the Device ID) to the preset “My” position as configured in the TaHoma mobile app.
- **Shade : Tilt:** Adds a command to any custom macro that moves the entered shades device (using Device ID) up or down.
- **Switch : Set State:** Adds a command to any custom macro that turns the entered lighting switch (using Device ID) on or off.
- **Switch : Toggle:** Adds a command to any custom macro that sends a toggle command to the entered lighting switch (using Device ID).




Since this module supports macro integration for shades, lights, and switches the **[Core]** must be selected as the Available Device.

- **Light : Set State:** Adds a command to any custom macro that sets the state of the entered lighting device (using Device ID) On or Off.
- **Light : Toggle:** Adds a command to any custom macro that sends a toggle command to the entered lighting device (using Device ID).
- **Light : Set Dim Level:** Adds a command to any custom macro that sets the dim level of the entered lighting device (using Device ID).



2-Way Module Command

Name :

Available Devices :

Bedroom Shades [Master Bedroom]

Available Command :

Shade: Move Basic
Shade: Move To Percentage
Shade: Move To My
Shade: Tilt
Switch: Set State
Switch: Toggle
Light: Set State
Light: Toggle
Light: Set Dim Level
Get Shade: Position
Get Switch: State
Get Light: State
Get Light: Dim Level

Parameters

Device ID(s)

Action

Up

Description

Implements the move action for the select device(s).

Description

Compatible with Zigbee and RTS devices.

Prev Next

Create Variable

OK Cancel

Training Resources:

For additional information on using two-way modules and/or query commands, refer to the following self-paced tutorial:

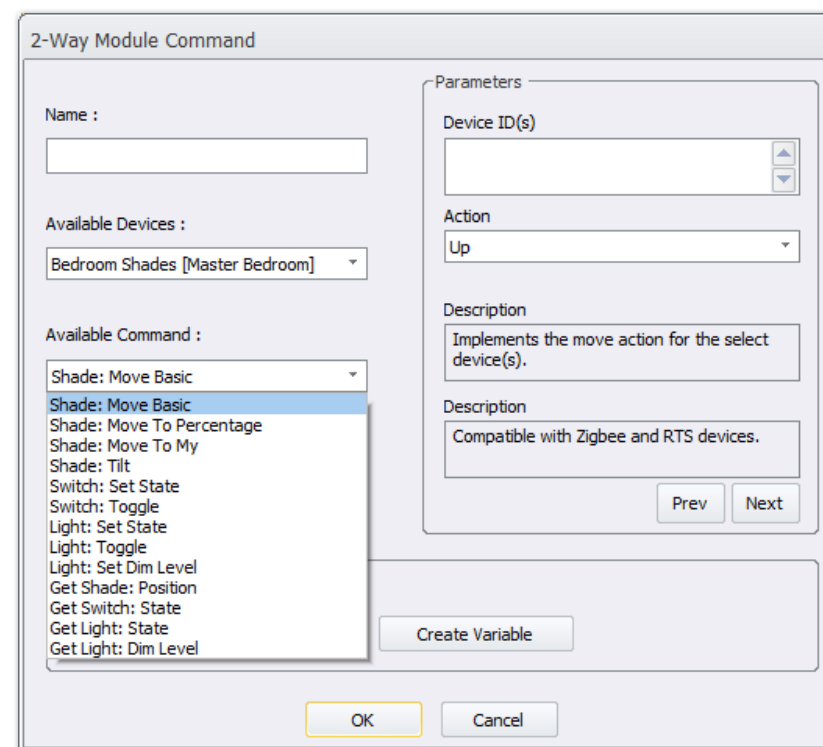
- [Making the Most of Two-way Modules](#)

Query Commands:

Allow the Total Control system to “**ask a question**”. Programmers can save the result (value) of that question as a variable. This variable can then be polled and used with conditional logic to create advanced macros.

Below are the Query Commands that are available for the TaHome Shades module:

- **Get Shade : Position:** Gets the current position of the entered (using Device ID) shades device.
- **Get Switch : State:** Gets the current power status of the entered (using Device ID) lighting switch.
- **Get Light : State:** Gets the current power state of the entered (using Device ID) lighting device.
- **Get Light : Dim Level:** Gets the current dim percentage of the entered (using Device ID) lighting device.



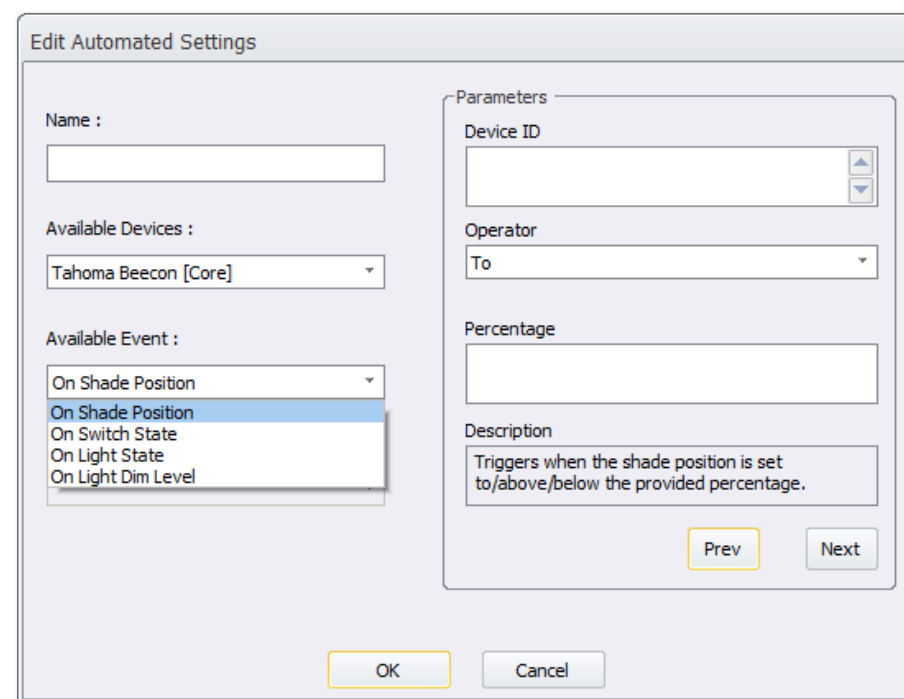

Since this module supports macro integration for shades, lights, and switches the **[Core]** must be selected as the Available Device.

Automation Capabilities (Device Events)

Device Events allow Total Control to trigger macros based on changes within the subsystem of a supported two-way device.

Below are the available Device Events supported by this two-way module:

- **On Shade Position:** Triggers a custom macro when the entered shades device (using Device ID) reaches, goes above, or goes below the entered percentage.
- **On Switch State:** Triggers a custom macro based on a state change (on / off / toggled) of the entered switch (using Device ID).
- **On Light State:** Triggers a custom macro based on a state change (on / off / toggled) of the entered lighting device (using Device ID).
- **On Light Dim Level:** Triggers a custom macro when the entered lighting device (using Device ID) reaches, goes above, or goes below the entered percentage.




Since this module supports macro integration for shades, lights, and switches the **[Core]** must be selected as the Available Device.

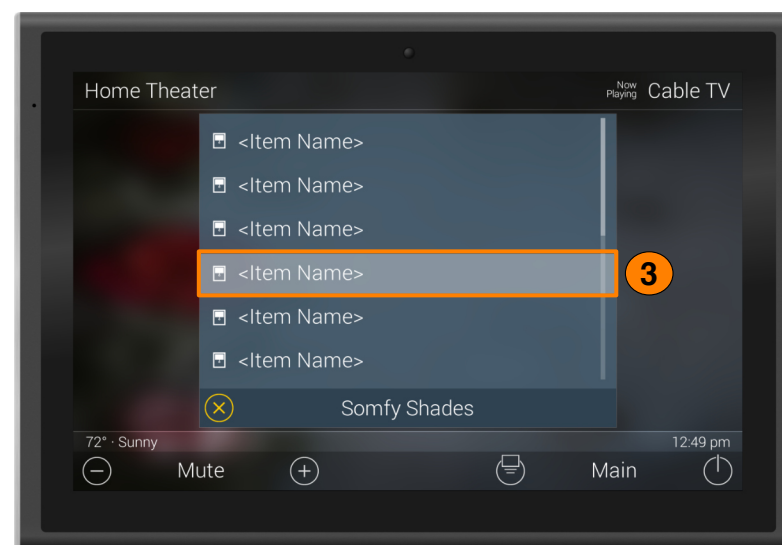
Using the TaHoma Shades Module

This section of the document explains how to operate and navigate the TaHoma Shades module for any user interface.

Launching the Module:

1. Navigate to the room/area (i.e. Master Bedroom) where the **Shades [Interface]** module was placed ([page 5](#)).
2. Select the **Shades [Interface]** button (i.e. Bedroom Shades).
3. A list populates on the screen displaying **all the shades** that have been **installed on the system's Beacon** device.

Select a **shades device**.



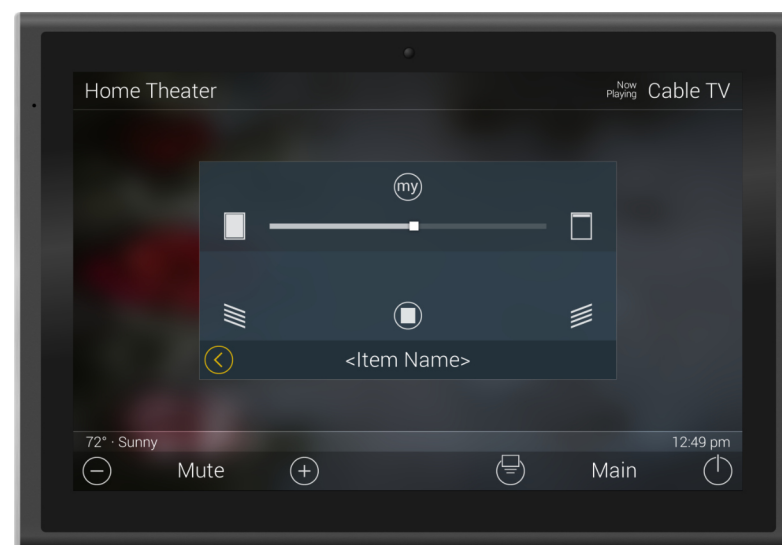
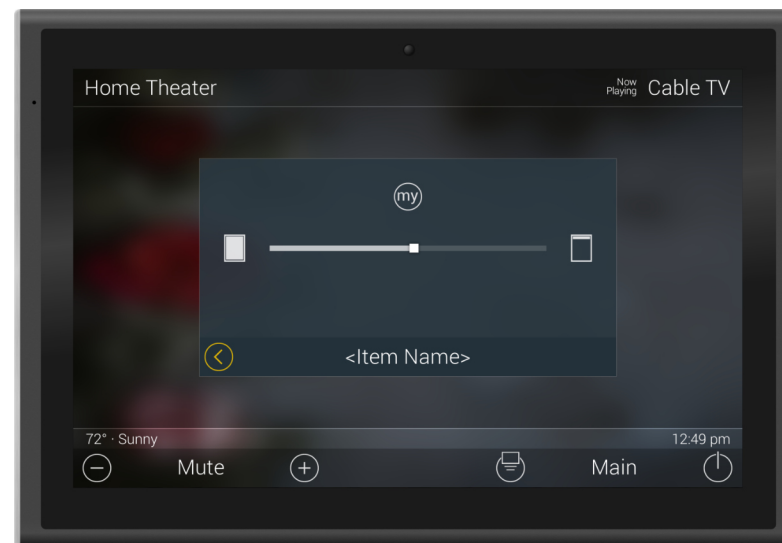
4. **The Shades Control Page:** This page displays only what the shade device supports. Shades can support control, control with feedback, and/or tilt controls (feedback is NOT available).

- **Shade Control:** The module displays buttons that provide one-way control for up, down, and stop.
- **Shade Control with Feedback:** The module displays a slider that represents the current position of the shades. This slider can be moved left or right to raise or lower the shades.



Device feedback is only available on **Zigbee** devices.

- **Tilt Controls:** Displays on the same page as the shade control options, these buttons only populate if the device supports tilt controls.



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