



SHADE INNOVATIONS ZIGBEE MOTOR DRIVER

This driver enables you to control a Shade Innovations ZigBee motor from Control4. OS 2.9.0 or higher is required. This driver also offers a special Setup Mode which can be used to initially configure the motor, including setting its direction and limits (see the **SETUP MODE** section below).

INSTRUCTIONS

- Before going further, please also review this article: [Link to SI Help Center - Niño Zigbee C4 Driver Instructions](#). Also, following recommended best practices for the ZigBee Pro channel, it may be easier to identify ZigBee motors when ZigBee Pro is set to channel 25, away from Wi-Fi interference in the 2.4 GHz band.
- Add one instance of this driver for each physical Shade Innovations ZigBee motor in the project.
- Rename the shade devices as appropriate.
- Identify the Shade Innovations ZigBee motor by holding motor's button UNTIL the motor jogs TWICE (LED will blink red). Identification may take several seconds. **IMPORTANT:** a Jog is defined as a pair of consecutive and short Up/Down movements. There is no specific sequence to remove a motor from a ZigBee mesh. Identifying a motor with the procedure above also removes it from any mesh it might have previously been paired with.
- At this point, you may need to perform the initial configuration of the motor (confirming/reversing its direction and setting its upper and lower limits). See the **SETUP MODE** section below.
- The Full Course duration will be calculated automatically when the shade is moved fully down or fully up. This measurement is averaged over time. Use the Actions to move the shade if necessary.
- If you find that the shade operates in the opposite direction, you may use the Action to 'Toggle Direction'. This is available without having to enter Setup Mode.
- You may specify the Blind Type and Blind Movement properties. They are solely used to customize the Navigator display.
- Optionally connect Control4 keypad buttons to the driver's Button Links. The Toggle Link is the most flexible.
- When you are done, Refresh Navigators.

PROPERTIES

- **Driver Version** displays the version of this driver.
- **Driver Information** displays various status messages about the driver.
- **Debug Mode** turns Debug Mode Off or On (with output to the Lua Output window).
- **Debug Duration in Minutes** sets the duration of Debug On.
- **Allow Programming Command to Start Setup Mode** enables the programming command to Start Setup Mode. Otherwise, Setup Mode may only be started and controlled using Actions.

INFORMATIONAL PROPERTIES

- **Motor Model** displays the model as reported by the Shade Innovations motor.
- **Motor Characteristics** display characteristics reported by the Shade Innovations motor.
- **Calculated Full Course** shows the full course (time to go from fully open to fully closed or vice-versa), as calculated by the driver. To cause this value to be calculated, simply operate the shade from a fully open or fully closed position, wait until it has stopped at the other end of its course and then wait another 10 seconds before operating the shade again. After it has stopped in its original position, wait 10 seconds again. The course should then be properly calculated. Having the course properly calculated allows for the Stop action to be available while the shade is moving.
- **Battery Percentage Remaining** indicates the current level of the motor's battery.
- **Current Motor Level** displays the current level reported by the motor.

SETUP MODE

Setup Mode is a time-limited operation where the driver and the User Interface are put in a special mode. The objective of Setup Mode is to (optionally) set the direction of the motor as well as its Upper and Lower limits. If the motor has already been configured and you wish to only adjust the Upper and/or Lower limit(s), read on below. The discussion here is based on using the driver's Actions. Once Setup Mode is started, the Navigator interface for this motor will switch to the three-button view (Open, Stop, Close) with Toggle (the Window icon). The operation of these controls is summarized in the table below.

INITIAL SETUP MODE

The initial Setup Mode operation is defined as follows (**read carefully!**):

- (Action or Programming) Start Setup Mode with the appropriate timeout. Setup Mode will end when both limits are set or when the timeout expires (even if both limits are not set). Initially, you would select '*Delete both limits*'.
- (Action, Programming or Navigator) Do an '*Increment Down (Small)*'. If the shade moves up, do a '*Toggle Direction*'. Verify that the shade now moves in the right direction by doing another '*Increment Down (Small)*'.

- (Action, Programming or Navigator) Now, move the Shade to the desired Upper limit position. You may use '*Increment Up (Small)*' and/or '*Increment Down (Small)*' repeatedly for small moves or **CAREFULLY** for larger moves, '*Increment Up (Medium or Large)*', **being ready to Stop** before the Shade completely rolls around the motor with possible damage. The best way to do this is to move in larger increments close to the desired Upper position and then repeatedly '*Increment Up (Small)*' and/or '*Increment Down (Small)*'.
- (Action, Programming or Navigator) Once the desired Upper position has been reached, set the Upper Limit with '*Set Limit*'. The motor should Jog twice.
- (Action, Programming or Navigator) Now, move the Shade to the desired Lower limit position. You may use '*Increment Down (Small)*' and/or '*Increment Up (Small)*' repeatedly for small moves or **CAREFULLY** for larger moves '*Increment Down (Medium or Large)*' (**being ready to Stop** before the Shade completely rolls down and starts rolling around the motor the other way, with possible damage). move in larger increments close to the desired Lower position and then repeatedly '*Increment Down (Small)*' and/or '*Increment Up (Small)*'.
- Once both limits are set, the driver will end Setup Mode automatically. You may end it at any time, leaving the motor in its current state. **DO NOT leave the motor without its limits set.**

ADJUSTING ONLY ONE LIMIT (UPPER OR LOWER)

- (Action or Programming) Start Setup Mode with the appropriate timeout. Setup Mode will end when the selected limit is set or when the timeout expires (even if both limits are not set). Select '*Delete Upper Limit only*' or '*Delete Lower Limit only*'.
- (Action, Programming or Navigator) Now, move the Shade to the desired new Upper or Lower limit position. You may use '*Increment Up (Small)*' and/or '*Increment Down (Small)*' repeatedly for small moves or **CAREFULLY** for larger moves '*Increment Up (Medium or Large)*' or '*Increment Down (Medium or Large)*' (**being ready to Stop** before the Shade completely rolls around the motor with possible damage).
- (Action, Programming or Navigator) Once the desired Upper or Lower position has been reached, set the appropriate Limit with '*Set Limit*'. The motor should Jog twice.
- Once the selected limit is set, the driver will end Setup Mode automatically. You may end it at any time, leaving the motor in its current state. **DO NOT leave the motor without its limits set.**

USING THE NAVIGATOR BUTTONS DURING SETUP MODE

- **Basic rule:** once Setup Mode is activated, the Navigator buttons go into a special mode (the Slider disappears). Once Setup Mode ends, the slider will be restored, but you may need to switch to it manually using the setup icon in the upper right.
- **Basic rule:** if the motor is moving, hitting any button (Open, Stop, Close, Toggle) will Stop the motor. The Navigator button presses highlighted below will only work then the motor is stopped.

- **Basic rule** (motor stopped): the Toggle button may be single-tapped, double-tapped or triple-tapped with different effects (set Upper Limit, set Lower Limit, erase both limits). Tap quickly.
- **Basic rule** (motor stopped): hitting the Open or Close buttons will do the small incremental moves. To start larger moves (Up or Down), hit the Stop button followed quickly with the Open (Large Increment Up) or the Close (Large Increment Down) button.
- **Basic rule** (motor stopped): double tapping the Stop button reverses direction.
- The following table summarizes the functions available with Navigator buttons during Setup Mode:

		MOTOR IS MOVING	MOTOR IS STOPPED
OPEN BUTTON (LEFT)	SINGLE TAP	Stop	Small Increment Up (100ms)
	IMMEDIATE TAP AFTER STOP	Small Increment Up (100ms)	Large Increment Up (2000ms)
STOP BUTTON (MIDDLE)	SINGLE TAP	Stop	No Effect
	DOUBLE TAP		Reverse Direction (motor will jog by itself)
CLOSE BUTTON (RIGHT)	SINGLE TAP	Stop	Small Increment Down (100ms)
	IMMEDIATE TAP AFTER STOP	Small Increment Down (100ms)	Large Increment Down (2000ms)
TOGGLE BUTTON (WINDOW ICON)	SINGLE TAP	Stop	Register Upper Limit (if not already set) and Jog Down once
	DOUBLE TAP	Stop	Register Lower Limit (if not already set) and Jog Up once
	TRIPLE TAP	Stop	Erase both limits and Jog twice

PROGRAMMING LIMITATIONS

This driver does not support the following Conditionals:

- Target Level Stop
- Target Level Toggle
- Level = Toggle
- Level = Stop

SUPPORT

For support on this driver please go to the SI [Help Center](#). Give a detailed description of the problem; also include the version number of the driver and the version of Control4 OS that you are using.

CHANGELOG

1.0.3 June 16, 2026	Initial version (Build 107)
---------------------	-----------------------------