



LUTRON UNIFIED CONTROL INTEGRATION GUIDE



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Overview

URC's Lutron Unified Control two-way module **provides control and feedback** of devices configured into the supported subsystem.

Module Features:

- Two-way commands
- Custom macro integration
- Queries
- Device Events

Supported Models:

This module is compatible with the following Lutron systems:

- Caseda
- RA2 Select
- RadioRA2
- HomeWorks QS
- QSX
- Athena
- Ketra
- Vive (an integration guide is [available](#).)

URC Compatibility:

URC's Lutron Unified Control module is compatible with **Accelerator 3**.

Requirements:

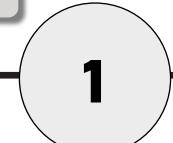
- The **Lutron subsystem must be fully configured and operational** prior to integration with Total Control.
- System's using **Lutron QS** or **RadioRA2** must use the **Connect Bridge**.



For Lutron RadioRA2 and HomeWorks QS systems, please refer to the Lutron Telnet Expansion documentation for more details on extended functionality.



Both Caseda Smart Bridge and Smart Bridge Pro are compatible.



General Information

Module: Lutron Telnet Expansion

Developer: URC

Communication: IP

Category: Lighting & Window Shades

Module Type: Core

Multiple Module Support: Yes

Unified: Yes

URC Compatibility: Accelerator 3

Device Events: Yes

Two-way Module Commands: Yes



Although this module can be located in the Lighting and Shades categories, Shades are not a part of the Unified Module ecosystem.

Use this module in conjunction with the Lutron Telnet Expansion module to provide access to the Lighting Control module when using a Lutron QS or RadioRA2 system.

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 **Lighting** category.
5. Select **Lutron** from the brand list.
6. Select the **model** that best applies to the local system.
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](#).

7 a.Add Selected Modules	b.Create New Driver	c.Test
1.Select Room : <input style="outline: 2px solid orange; border-radius: 5px; width: 150px; height: 25px;" type="text" value="Control Rack"/> 1	5.Select Brand : <input style="outline: 2px solid orange; border-radius: 5px; width: 150px; height: 25px;" type="text" value="LUTRON"/> 5	6.Select Model : <ul style="list-style-type: none">ATHENA [Core]CASETA - UNIFIED [Core]HOMWORKS QS - TELNET EXPANSION [Core]HOMWORKS QS - UNIFIED [Core] 6LEAP PROGRAMMING IDS [Interface]QSX - UNIFIED [Core]RA2 SELECT - UNIFIED [Core]RADIORA2 - TELNET EXPANSION [Core]RADIORA2 - UNIFIED [Core]VIVE [Core]
2.Select Database : <input checked="" type="radio"/> URC <input type="radio"/> My 2	3.Select Module Type : <input style="outline: 2px solid orange; border-radius: 5px; width: 150px; height: 25px;" type="text" value="IP Database"/> 3	4.Select Category : <input style="outline: 2px solid orange; border-radius: 5px; width: 150px; height: 25px;" type="text" value="Lighting"/> 4



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.

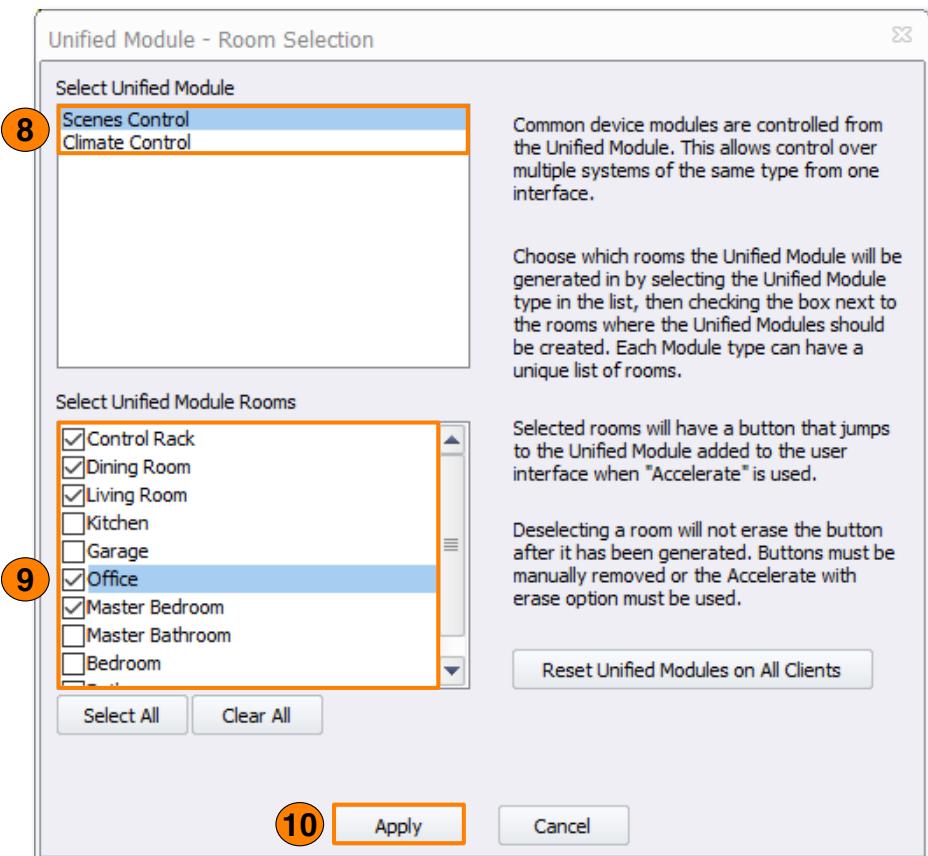


If needed, this can be modified later in **Step 7: Properties Manager**.

8. The **Unified Module - Room Selection** window pops up. This window is asking what rooms to provide access to the unified module.
9. Select rooms for the **Climate and Scenes Control** to be displayed in.
10. Select **Apply**.



When using RadioRa 2 or HomeWorks QS, [Lutron Telnet Expansion](#) must be added to support Unified Scenes, Thermostats, and Macro Integration.



Network Setup:

1. Select **Non URC Device**.
2. Enter the **IP Address** for the **Lutron** system.
3. Leave the **default port** as is.

The screenshot shows three categories: a.LAN & Wifi, b.URC Device, and c.Non URC Device. Category c is highlighted with an orange border and has a circled '1' above it. Below is a table of devices:

Room	Device	IP Address	Port
Control Rack	Power	192.168.18.5	80
Control Rack	NVR	192.168.18.130	80
Control Rack	AVR	192.168.18.160	50...
Control Rack	Lutron Unified	192.168.18.175	0
Office	TV	192.168.18.175	80

Three numbered circles point to specific entries: '1' points to the 'Non URC Device' category, '2' points to the Lutron Unified entry in the table, and '3' points to the port value '0' in the same row.



It is **required** that Lutron devices 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.

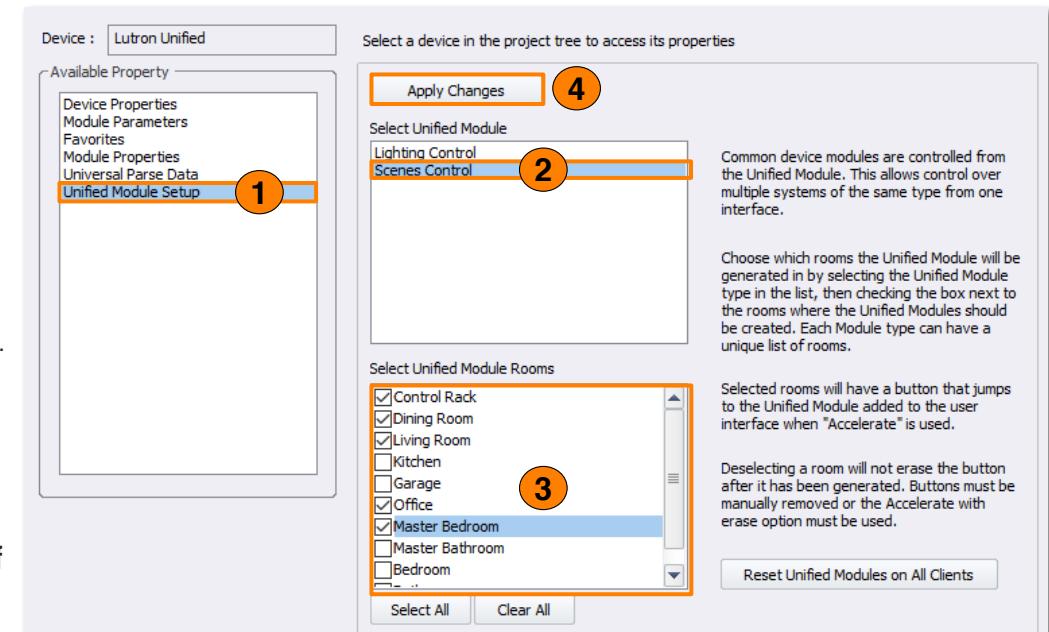
Properties Manager:

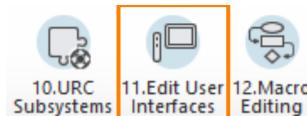
This programming step allows the programmer to **add and/or remove the Scenes Control module from any Room** in the Total Control project.

1. Beneath the **Available Property** section, select **Unified Module Setup**. Although there are various options available, **only Unified Module Setup applies** to the Unified Module Device.
2. Locate the **Select Unified Module** section and select **Scenes Control**.
3. Under the **Select Unified Module Rooms** section, **check the boxes of the Rooms** that require access to the Unified Module.
4. Select **Apply Changes**.



In **Flex 2**, device properties can be found in **Step 11**.



Edit User Interfaces:**1. Select Accelerate!**

a. Generate Menus & Devices **b. Edit Menus by Room** **c. Edit Device Layouts**

Submenu System Options

Included Submenus

Entertainment :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Music :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Lights :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Comfort :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Security :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Info :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Settings :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Multiple Displays :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Timer :	<input type="radio"/> Yes	<input checked="" type="radio"/> No

Submenus are only created if there will be buttons present. Empty submenus are not generated.

If a submenu is set "No" any button that would normally be there will instead be generated on the main menu.

Timers Items

Select an item and a jump to it will be created in the appropriate menu for each room

Sleep Timer
 Event Timer
 Alarm Clock
 Vacation Mode

Music Menu Options

Use dedicated Multi-Room Music submenu

This option will create a dedicated submenu for the URC Audio Multi-Room Music available to a room, as well as a Music submenu for local music sources available only to that room.

Edits made to this URC Audio submenu are duplicated in every room's URC Audio submenu; this should reduce the time spent editing this unique submenu.

However it is NOT possible to remove a URC Audio source from the submenu, or add a non-URC Audio source to the submenu.

Use combined Music submenu

This option will create a single Music submenu in all applicable rooms. This submenu will contain both URC Audio sources AND local sources available to that room.

Edits must be made on a per-room basis. There are no GLOBAL changes.

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

Accelerate! 1



By default, buttons to access the **Scenes Control** module are placed on the **Main Menu**.

This button can be relocated to a different page or sub-menu by **dragging-n-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.

a. Generate Menus & Devices **b. Edit Menus by Room** **c. Edit Device Layouts**

Main Menu Pages

1. Selected Room : Control Rack **2. Select View :** TC Model

Page 1: Settings, NVR, **Scenes Cor** (highlighted with an orange border)
 Page 2: Lighting Cx, Sleep Time, Hidden

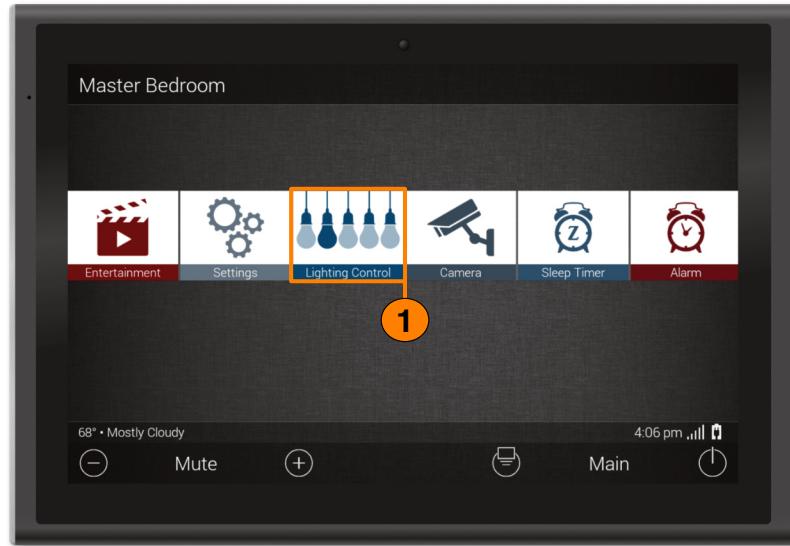
Hide **Main Menu** Previous Page Next Page

Macro Editing:

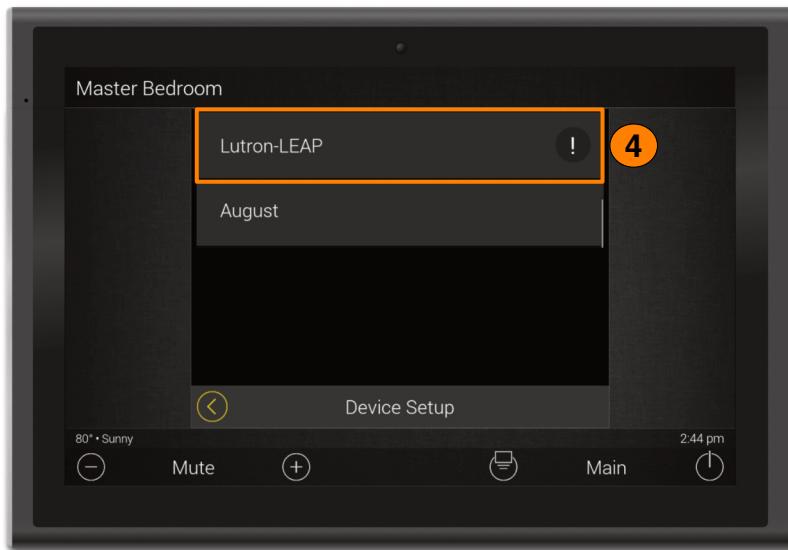
In this section, the steps required to generate macros are provided.

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

The screenshot shows the URC software's Macro Programming Options dialog box. At the top, there are five tabs: a. Auto Macro Generation (selected), b. Macro By Room, c. Special Macros, d. Automation Macros, and e. TKP-100 Macros. The 'Macro Acceleration Options' section contains two radio button options: 'Preserve user edited macros while generating macros.' (selected) and 'ERASE ALL existing macros and create new ones using these options.' Below these are descriptions of what each option does. The 'TV Off Command' section has two radio button options: 'TV Device Power OFF command is generated only for the ROOM OFF macro' (selected) and 'TV Device Power OFF command is generated for ROOM OFF and MUSIC macros.' The 'Source Device Power' section also has two radio button options: 'Devices are turned ON when needed and turned OFF only when a ROOM OFF command is issued.' (selected) and 'Devices are turned ON as needed and turned OFF when NOT NEEDED, or a ROOM OFF commands is issued.' At the bottom right of the dialog is a large orange 'Accelerate!' button with the number '1' in a circle.



3. Select the **Device Setup Menu** button.
4. Locate and select **Lutron-LEAP**.



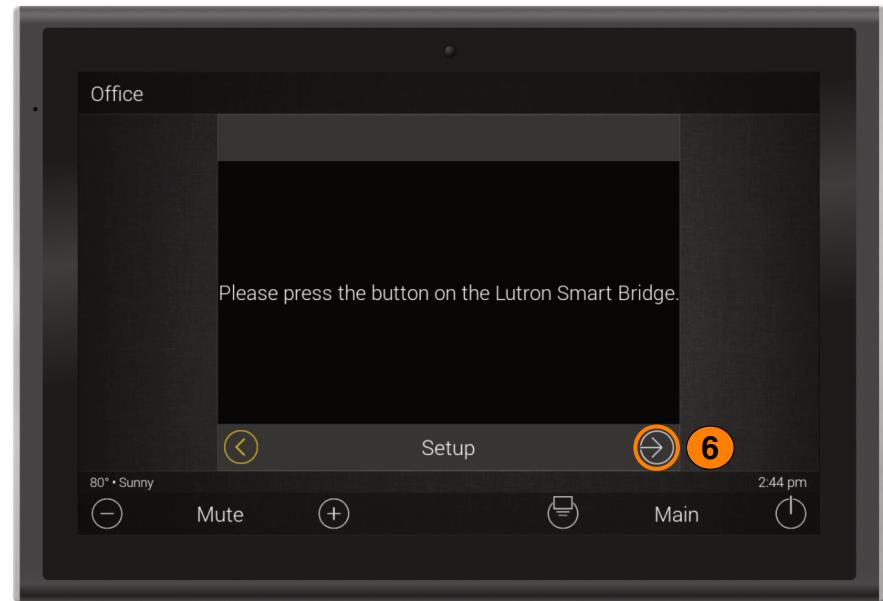
5. View the **Setup** screen and and **press the pair/link button on the Smart Bridge (Smart Bridge Pro, Connect Bridge, etc.).**



The **location of this button is different** on each Lutron subsystem. Please **review the setup documentation of the Lutron Smart Bridge** for specific instructions.

6. Once the step above has been completed, press the **Next** button.
7. All supported **Unified Modules have been Authenticated.**

If Unified Modules exist for both Lighting and Scene Control, the **programmer only needs to authenticate one (1) of those modules.**



LEAP Programming IDs [Interface]:

Two-way module commands require a **unique ID** that is assigned to every device and/or scene configured within the Lutron ecosystem.

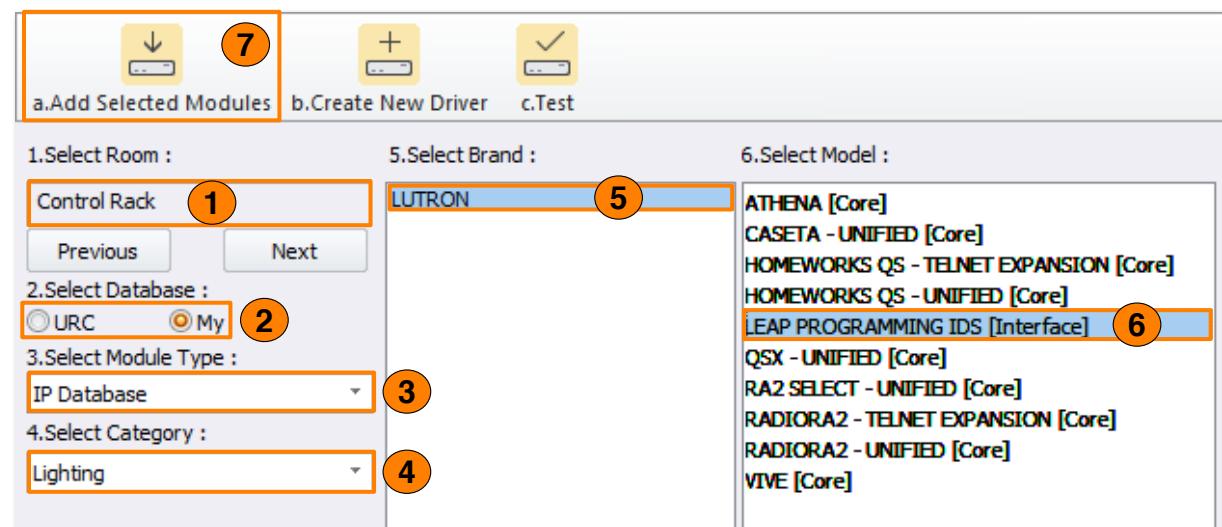
In order to retrieve this ID, the **[Core] must first be added and authenticated**. Then **LEAP Programming ID [Interface]** module must be added to a room in the Total Control system.

Once accessed from a graphical user interface, the **Programming IDs** are displayed and can be entered into custom **Two-way Module Commands or Device Events**.

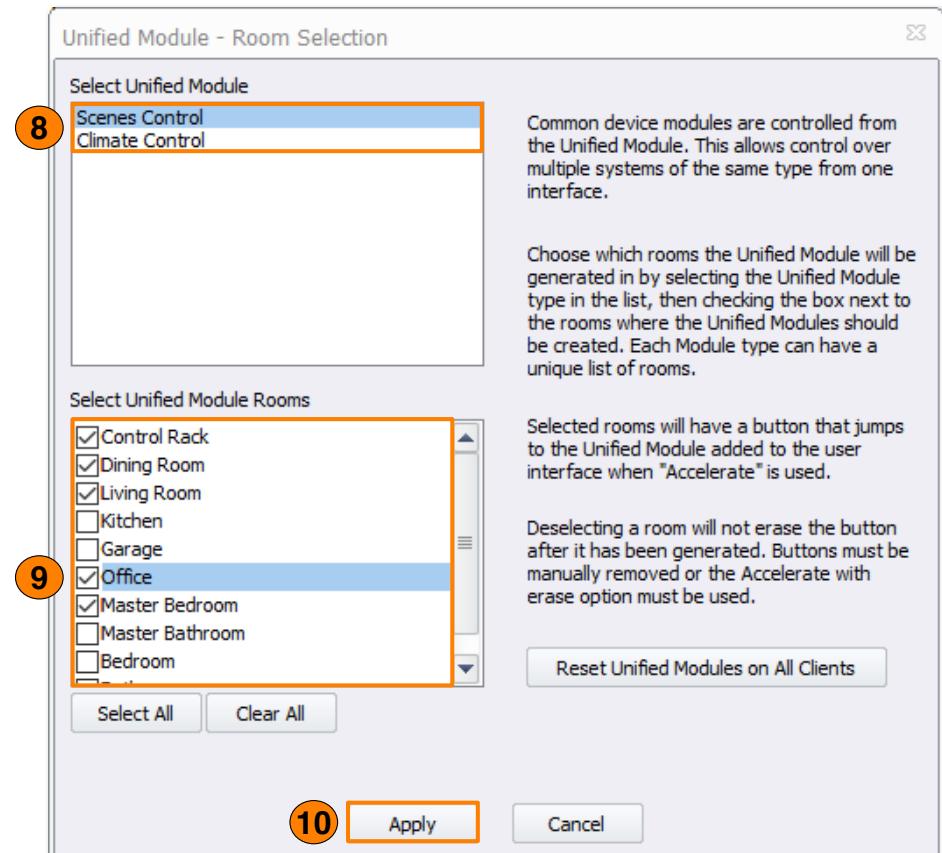
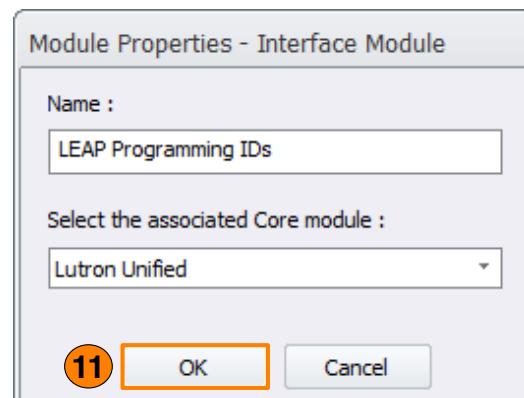
Perform the following steps **AFTER the [Core] module has been added and authenticated:**

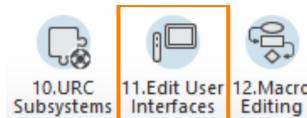


1. Select **a room** for the interface to be added to.
2. Select **My Database**.
3. Select **IP Database**.
4. Select **Lighting** category.
5. Select **Lutron** from the brand list.
6. Select the **LEAP Programming IDS [Interface]**.
7. Select **Add Selected Modules** to add it to the project.



8. The **Unified Module - Room Selection** window pops up. This window is asking what rooms to provide access to the unified module.
9. Select rooms for the **Lighting and Scenes Control** to be displayed in. Making changes here affects the availability of the **Lighting and Scenes Control** that was first configured when **adding the [Core]**.
10. Select **Apply**.
11. The **Module Properties - Interface Module** window appears. Ensure the **Lutron Unified** core is selected and then select **OK**.



Edit User Interfaces:**1. Select Accelerate!**

a. Generate Menus & Devices **b. Edit Menus by Room** **c. Edit Device Layouts**

Submenu System Options

Included Submenus

Entertainment :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Music :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Lights :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Comfort :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Security :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Info :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Settings :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Multiple Displays :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Timer :	<input type="radio"/> Yes	<input checked="" type="radio"/> No

Submenus are only created if there will be buttons present. Empty submenus are not generated.

If a submenu is set "No" any button that would normally be there will instead be generated on the main menu.

Timers Items

Select an item and a jump to it will be created in the appropriate menu for each room

- Sleep Timer
- Event Timer
- Alarm Clock
- Vacation Mode

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

Accelerate! 1

Music Menu Options

Use dedicated Multi-Room Music submenu

This option will create a dedicated submenu for the URC Audio Multi-Room Music available to a room, as well as a Music submenu for local music sources available only to that room.

Edits made to this URC Audio submenu are duplicated in every room's URC Audio submenu; this should reduce the time spent editing this unique submenu.

However it is NOT possible to remove a URC Audio source from the submenu, or add a non-URC Audio source to the submenu.

Use combined Music submenu

This option will create a single Music submenu in all applicable rooms. This submenu will contain both URC Audio sources AND local sources available to that room.

Edits must be made on a per-room basis. There are no GLOBAL changes.



By default, buttons to access the **Lutron Programming IDs** module are placed on the **Settings** sub-menu.

This button can be relocated to a different page or sub-menu by **dragging-n-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 Settings sub-menu.

a. Generate Menus & Devices **b. Edit Menus by Room** **c. Edit Device Layouts**

1. Selected Room : Control Rack **2. Select View :** TC Model

Main Menu Pages

Page 1	Settings	NVR	Scenes Cor
	Lighting Cr	Sleep Time	Hidden

Hide Main Menu

3. Add New Items

- Drag to add a new SUBMENU (Drag to main menu only)
- Drag to add a new MACRO
- Drag to add a new DEVICE JUMP

AndroidTablet Sub Menus

Settings Menu Pages

Page 1	Power	Lutron IDs	Off Site Or
	Hidden	Hidden	Hidden

Hide Main Menu

Macro Editing:

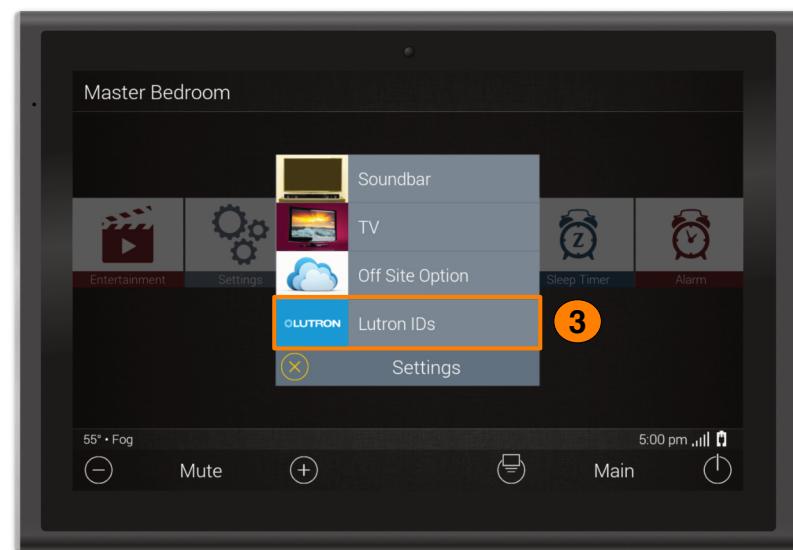
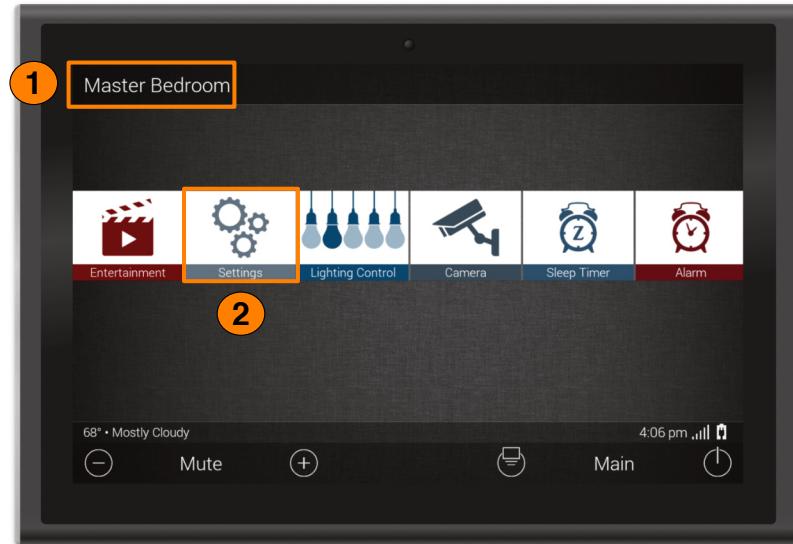
In this section, the steps required to generate macros are provided.

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

The screenshot shows the 'Macro Programming Options' dialog box. At the top, there are five tabs: a. Auto Macro Generation (selected), b. Macro By Room, c. Special Macros, d. Automation Macros, and e. TKP-100 Macros. Below the tabs are two main sections: 'Macro Acceleration Options' and 'TV Off Command'. In 'Macro Acceleration Options', the 'Preserve user edited macros while generating macros' radio button is selected. It describes that 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. The 'ERASE ALL existing macros and create new ones using these options' radio button is also shown, with a note that it 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. In the 'TV Off Command' section, the 'TV Device Power OFF command is generated only for the ROOM OFF macro' radio button is selected. It describes that this option generates a power off command only for the ROOM OFF macro. The other radio button, 'TV Device Power OFF command is generated for ROOM OFF and MUSIC macros', is also shown. In the 'Source Device Power' section, two radio buttons are available: one for devices turning ON when needed and OFF when a ROOM OFF command is issued, and another for devices turning ON as needed and OFF when NOT NEEDED or a ROOM OFF command is issued. A note at the bottom right says 'Choose the setup options for auto generation of macros in the system. When ready press the accelerate button'. An 'Accelerate!' button with the number '1' is highlighted with an orange border.

Locating the Lutron IDs:

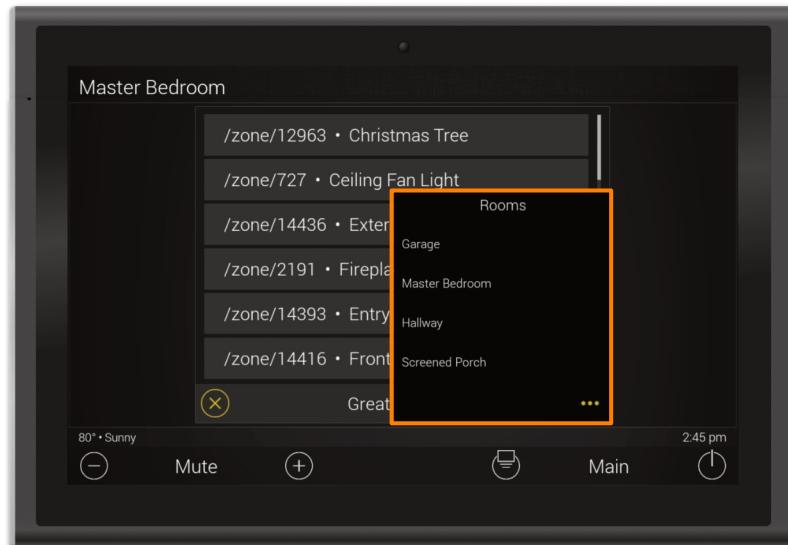
1. Select the room where the **LEAP Programming IDs [Interface]** was added (i.e. Master Bedroom).
2. Click on the **Settings** sub-menu button. If this button is not located on the first page of the Main Menu, swipe to the left to reveal additional pages.
3. Locate and select the **Lutron IDs** button.



4. Make note of the **/zone/XXXXX value** (i.e. /zone/1293).

The **value here must be entered** into the parameters of available **Two-way Module Commands** and/or **Device Events**.

5. Click on the **Options button** to reveal additional rooms, select any available room to **display the Programming IDs** of the devices within each room.

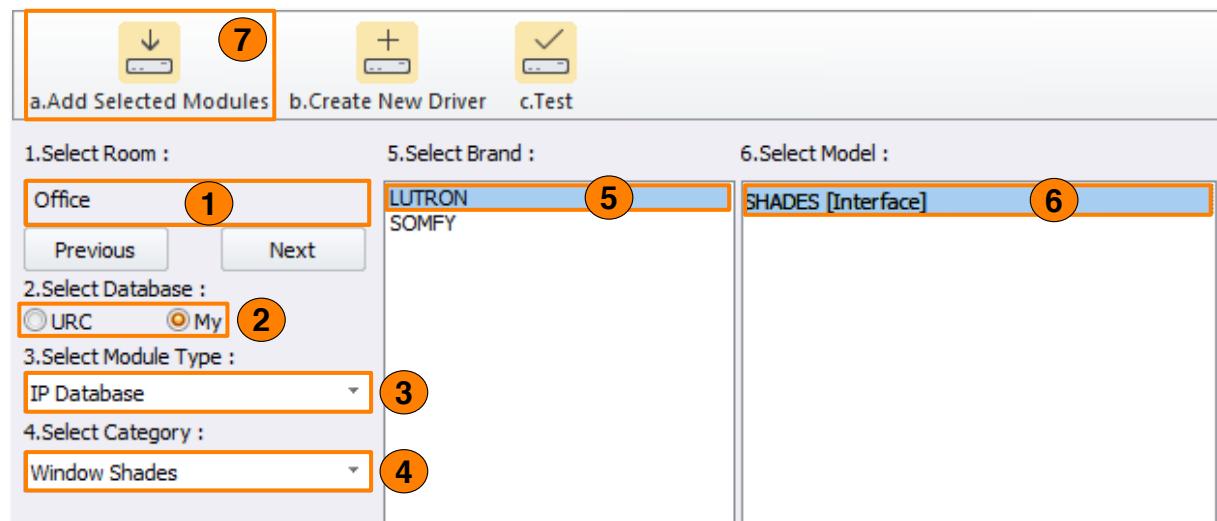


Adding Shades [Interface]:

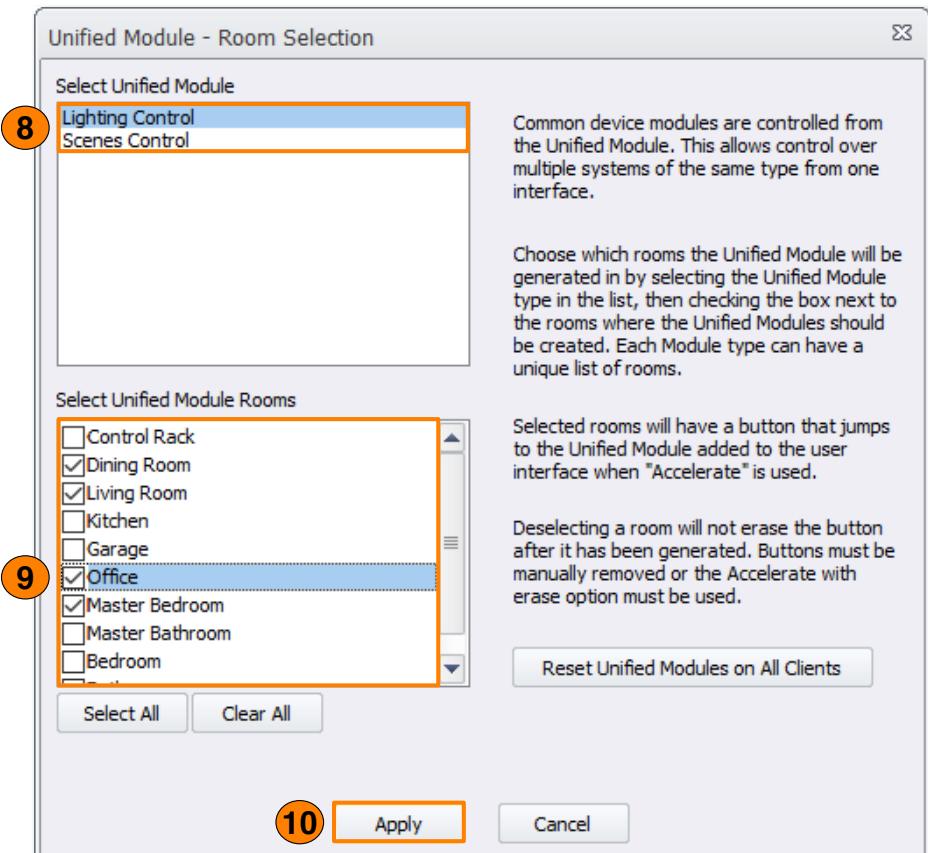
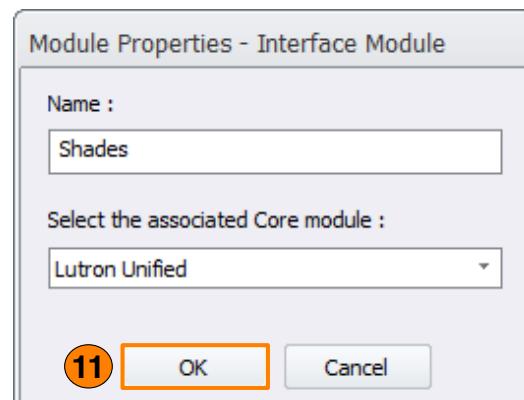
Perform the following steps **AFTER** the **[Core]** module has been added:



1. Select a **room** for the interface to be added to.
2. Select **My Database**.
3. Select **IP Database**.
4. Select **Window Shades** category.
5. Select **Lutron** from the brand list.
6. Select the **model** that best applies to the local system.
7. Select **Add Selected Modules** to add it to the project.



8. The **Unified Module - Room Selection** window pops up. This window is asking what rooms to provide access to the unified module.
9. Select rooms for the **Lighting and Scenes Control** to be displayed in. Making changes here affects the availability of the **Lighting and Scenes Control** that was first configured when **adding the [Core]**.
10. Select **Apply**.
11. The **Module Properties - Interface Module** window appears. Ensure the **Lutron Unified** core is selected and then select **OK**.



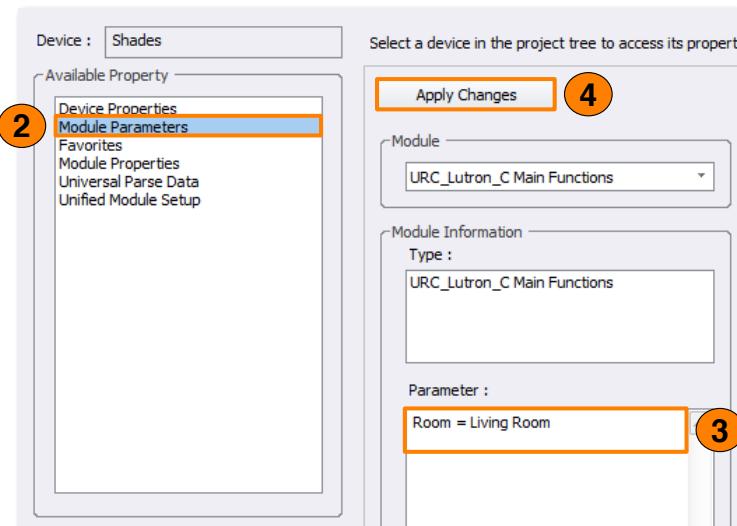
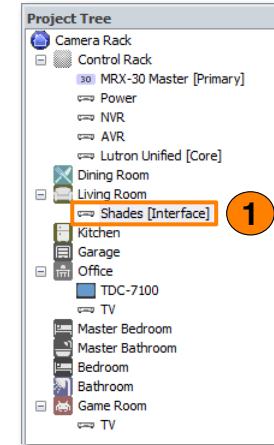
Properties Manager:

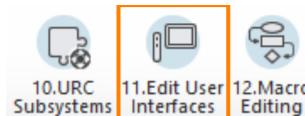
The **Shade [Interface]** is able to limit available shades to a specific room. This is accomplished by setting a **Room** parameter within the **Properties Manager**. Otherwise **every shade available to the system** is listed.

1. Select **Shades [Interface]** from the **project tree**.
2. Select **Module Parameters** from the **Available Property** list.
3. Enter a **room name** for the interface. The room name must **exactly match** the room name listed **within the Lutron software**.
4. Select **Apply Changes**.



In **Flex 2**, device properties can be found in **Step 11**.



Edit User Interfaces:**1. Select Accelerate!**

a. Generate Menus & Devices **b. Edit Menus by Room** **c. Edit Device Layouts**

Submenu System Options

Included Submenus

Entertainment :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Music :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Lights :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Comfort :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Security :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Info :	<input type="radio"/> Yes	<input checked="" type="radio"/> No
Settings :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Multiple Displays :	<input checked="" type="radio"/> Yes	<input type="radio"/> No
Timer :	<input type="radio"/> Yes	<input checked="" type="radio"/> No

Submenus are only created if there will be buttons present. Empty submenus are not generated.

If a submenu is set "No?any button that would normally be there will instead be generated on the main menu.

Timers Items

Select an item and a jump to it will be created in the appropriate menu for each room

Sleep Timer
 Event Timer
 Alarm Clock
 Vacation Mode

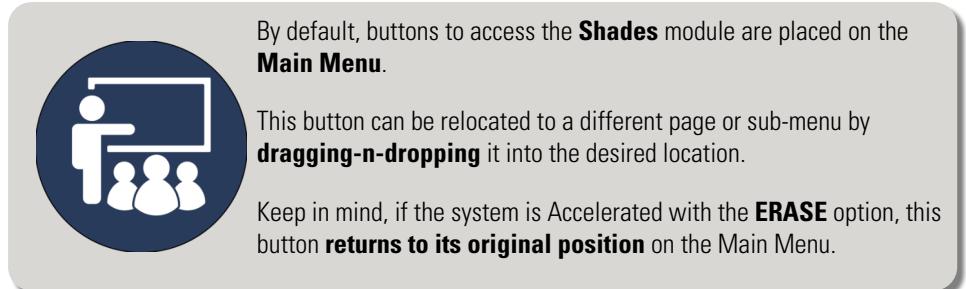
Choose the setup options for the User Interfaces in the system. When ready press the Accelerate Button

Accelerate! **1**

Music Menu Options

Use dedicated Multi-Room Music submenu
This option will create a dedicated submenu for the URC Audio Multi-Room Music available to a room, as well as a Music submenu for local music sources available only to that room.
Edits made to this URC Audio submenu are duplicated in every room's URC Audio submenu; this should reduce the time spent editing this unique submenu.
However it is NOT possible to remove a URC Audio source from the submenu, or add a non-URC Audio source to the submenu.

Use combined Music submenu
This option will create a single Music submenu in all applicable rooms. This submenu will contain both URC Audio sources AND local sources available to that room.
Edits must be made on a per-room basis. There are no GLOBAL changes.



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

a. Generate Menus & Devices **b. Edit Menus by Room** **c. Edit Device Layouts**

1. Selected Room : Office **2. Select View :** TC Model

Main Menu Pages

Page 1 **Shades** (highlighted with an orange border)

Entertainr Security Lighting Cr Settings Hidden

Hidden Main Menu

Page 2

Sleep Time Hidden Hidden
Hidden Hidden Hidden

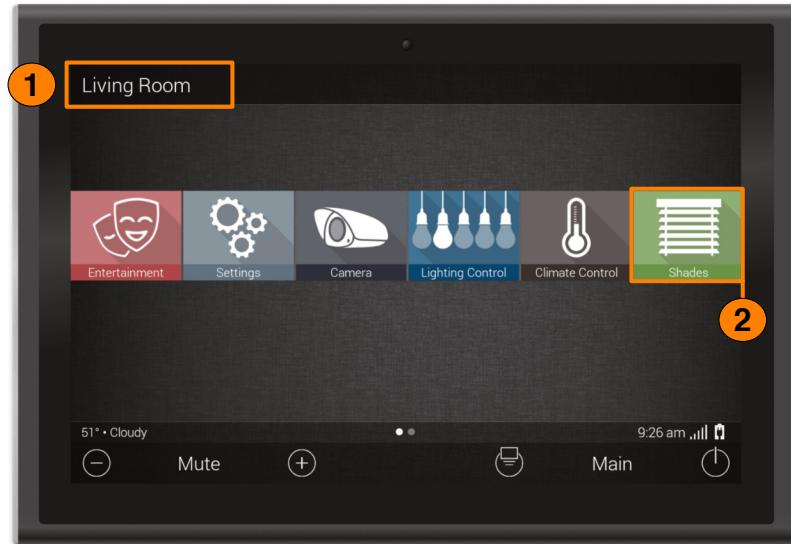
Previous Page Next Page

Macro Editing:

In this section, the steps required to generate macros are provided.

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

The screenshot shows the 'Macro Programming Options' dialog box. At the top, there are five tabs: a. Auto Macro Generation (selected), b. Macro By Room, c. Special Macros, d. Automation Macros, and e. TKP-100 Macros. The 'Macro Acceleration Options' section contains two radio button options: 'Preserve user edited macros while generating macros.' (selected) and 'ERASE ALL existing macros and create new ones using these options.' Below these are two sub-sections: 'TV Off Command' and 'Source Device Power'. The 'TV Off Command' section has two radio button options: 'TV Device Power OFF command is generated only for the ROOM OFF macro' (selected) and 'TV Device Power OFF command is generated for ROOM OFF and MUSIC macros'. The 'Source Device Power' section has two radio button options: 'Devices are turned ON when needed and turned OFF only when a ROOM OFF command is issued.' (selected) and 'Devices are turned ON as needed and turned OFF when NOT NEEDED, or a ROOM OFF commands is issued.' To the right of the dialog box, there is descriptive text: 'Choose the setup options for auto generation of macros in the system. When ready press the accelerate button.' Below this text is a large orange button labeled 'Accelerate!' with the number '1' in a circle.

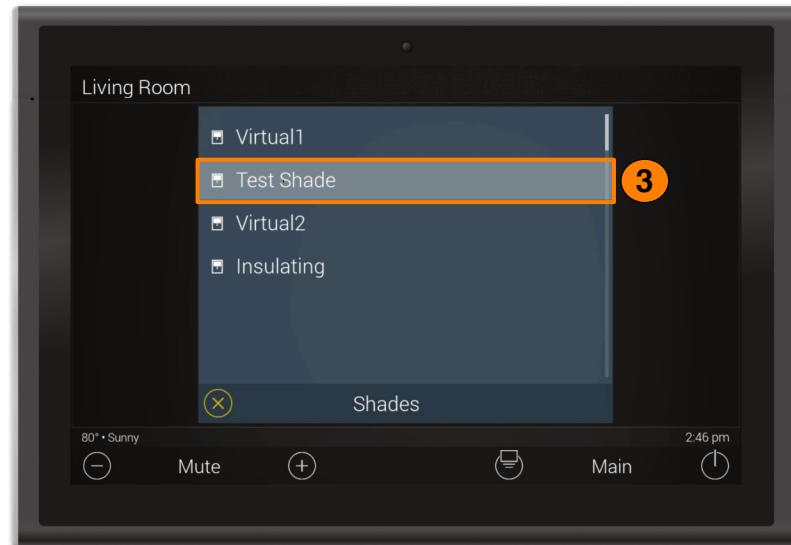


Using the Shades UI:

Follow the steps below to use the Shades module:

1. Select the **room** where the Shades module was added (i.e. Living Room).
2. Locate and **select the Shades button**. If this button is not located on the first page of the Main Menu, swipe to the left to reveal additional pages.
3. The Shades menu displays all the devices configured into the Lutron subsystem.

Select a device (i.e. Test Shade).



4. The control page is displayed.
5. Perform the following to control the module:



Select this button to **fully close** the selected shades.



Select this button to **fully open** the selected shades.

The **slider** can also be used to adjust the shade level.

If **tilt control is supported**, controls are displayed on the module.



Two-way Module Commands

Two-way module commands are special **one-way functions** that are derived from the two-way module. This is the only way to directly control the **Lutron** subsystem from within any macro.

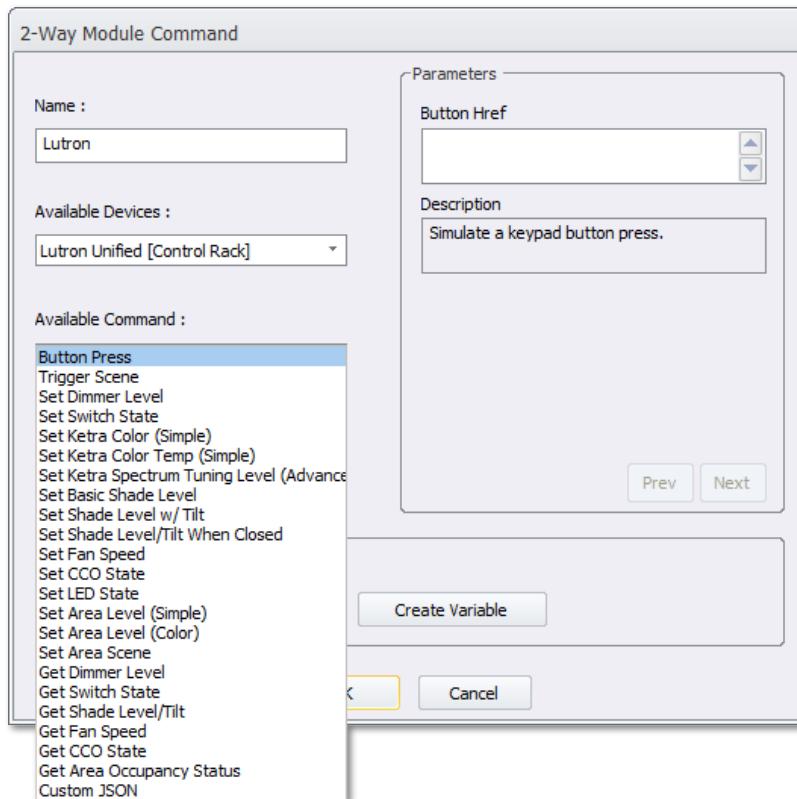
The module supports macro integration across all compatible **Lutron subsystem (Lighting, Shades, and Scenes)**.

In order to utilize two-way module commands, the LEAP Programming IDs [Interface] module must be added to the project. This module only displays parameter information as it refers to numerical values assigned to each Lutron device. See [page 11](#).

These values are entered into a two-way module command for direct communication and control of that device (light, shade, thermostat, and/or scene).

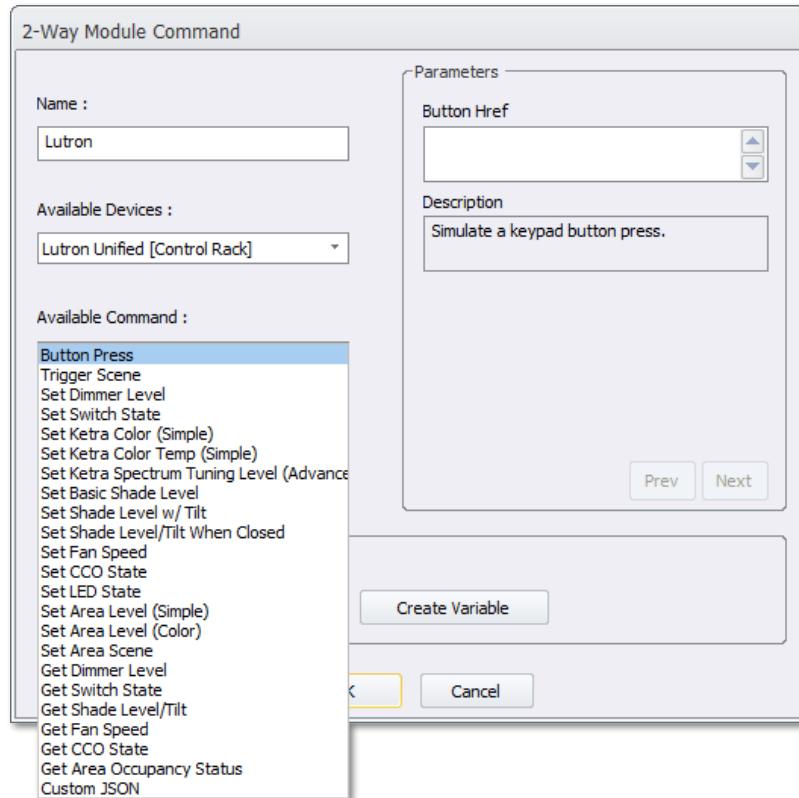
Below are the available **Two-way Module Commands**:

- **Button Press:** Adds a command that simulates a keypad button press.
- **Trigger Scene:** Adds a command that launches a specified global scene from the Lutron App.
- **Set Dimmer Level:** Adds a command that sets the percentage level of the specified lighting dimmer.
- **Set Switch State:** Adds a command that sets the state (on/off) of the specified lighting switch or receptacle.
- **Set Ketra Color (Simple):** Adds a command that sets the spectrum tuning of a specified (supported) device using level, color, and fade time.
- **Set Ketra Color Temperature (Simple):** Adds a command that sets the color temperature of the specified device.



Command options **may be limited due to device functionality**. Ensure the Lutron device **supports desired commands** before using.

- **Set Ketra Spectrum Tuning Level (Advanced):** Adds a command that sets the spectrum tuning of a specified (supported) device using additional parameter values.
- **Set Basic Shade Level:** Adds a command that sets the shade level for single or groups of shades.
- **Set Shade Level w/Tilt:** Adds a command that sets the shade and tilt (if supported) level for single or groups of shades.
- **Set Shade Level/Tilt when Closed:** Adds a command that set the level or tilt of a shade or group of shades that can only tilt when its closed.
- **Set Fan Speed:** Adds a command that sets the fan speed of the specified device (off / low / medium / medium-high / high).
- **Set CCO State:** Adds a command that controls the contact closure output (open / closed).
- **Set LED State:** Adds a command that controls the state of an LED.
- **Set Area Level (Simple):** Adds a command that sets the percent level of an entire area.
- **Set Area Level (Color):** Adds a command that sets the color level of an entire area.
- **Set Area Scene:** Adds a command that triggers a specified scene.
- **Custom JSON:** Adds a command that sends any acceptable JSON command.

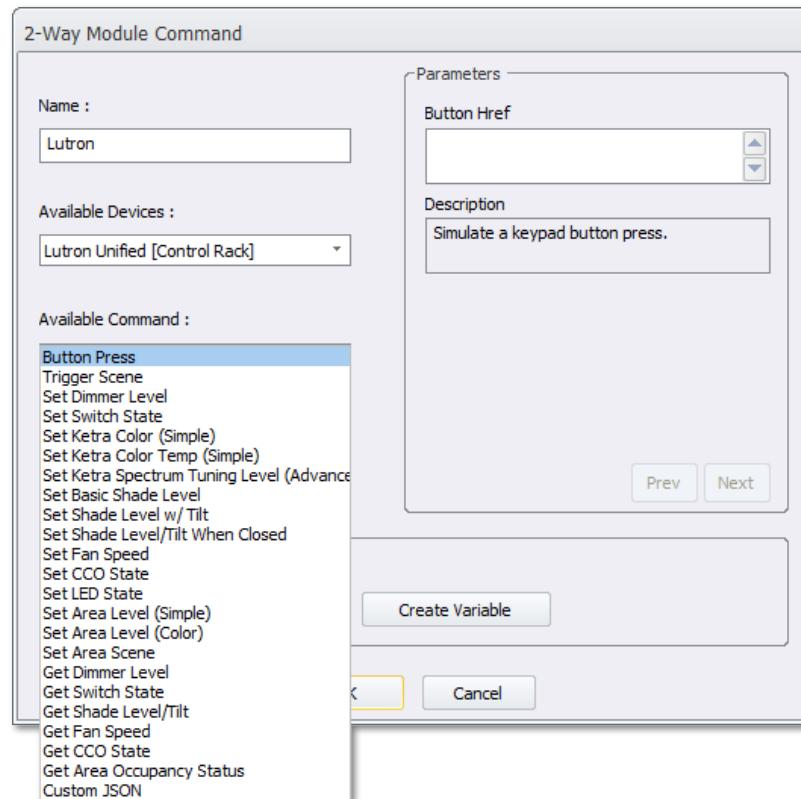


Command options **may be limited due to device functionality**. Ensure the Lutron device **supports desired commands** before using.

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 Dimmer Level:** Adds a command that retrieves the level of the specified dimmer (0-100).
- Get Switch State:** Adds a command that retrieves the status of the specified switch or receptacle (on / off).
- Get Shade Level/Tilt:** Adds a command that retrieves the shade or tilt level of the specified shade.
- Get Fan Speed:** Adds a command that retrieves the specified device's fan speed.
- Get CCO State:** Adds a command that retrieves the contact closure state.
- Get LED State:** Adds a command that retrieves the state of an LED.
- Get Area Occupancy Status:** Adds a command that retrieves the occupancy state of a room.



Command options **may be limited due to device functionality**. Ensure the Lutron device **supports desired commands** before using.

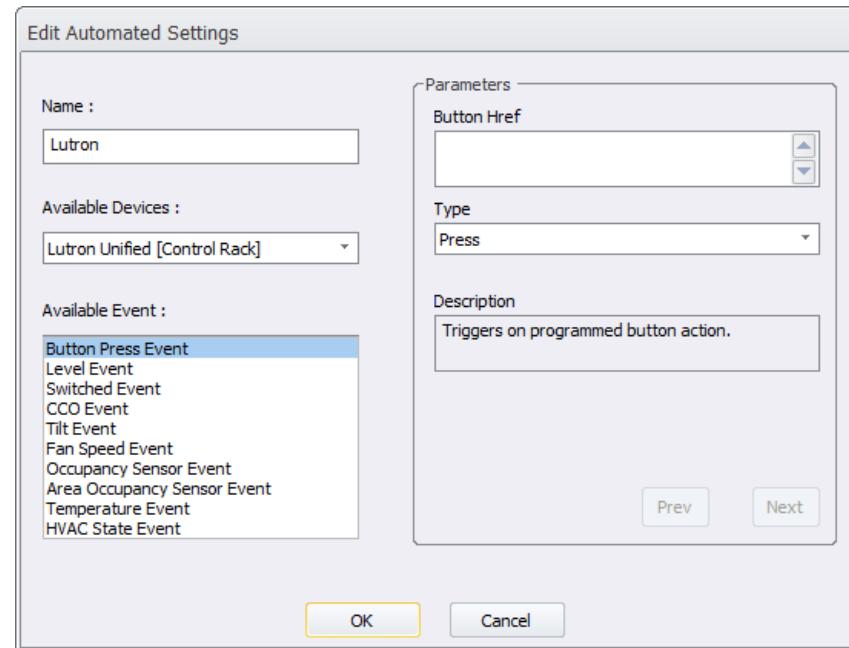


Query commands, variables, conditional logic, Device Events, and more are ONLY available within the **Total Control Experience**. If this option is not available, speak with a **URC Representative** for more details.

Device Events

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

- **Button Press Event:** Triggers a custom macro when a specified button action has occurred based on type (Press / Release / MultiTap / Long Hold).
- **Level Event:** Triggers a custom macro when level percentage of a specified device falls below, becomes equal to, or rises above the desired level.
- **Switched Event:** Triggers a custom macro when the specified switch becomes the programmed state (On / Off).
- **CCO Event:** Triggers a custom macro when the specified CCO becomes the programmed state (Open / Closed).
- **Tilt Event:** Triggers a custom macro when tilt percentage fall below, becomes equal, or rises above the specified tilt level.
- **Fan Speed Event:** Triggers a custom macro when programmed speed (Off / Low / Medium / Medium-High / High) is selected on device.
- **Occupancy Sensor Event:** Triggers a custom macro based on a change of sensor status (Occupied / Unoccupied).
- **Area Occupancy Sensor Event:** Triggers a custom macro based on a change of sensor status (Occupied / Unoccupied).
- **Temperature Event:** Triggers a custom macro when the current temperature falls below, becomes equal to, or rises above the desired temperature.
- **HVAC State Event:** Triggers a custom macro based on the HVAC state of the specified thermostat (idle / heating / cooling).



Command options **may be limited** due to device functionality. Ensure the Lutron device **supports desired commands** before using.

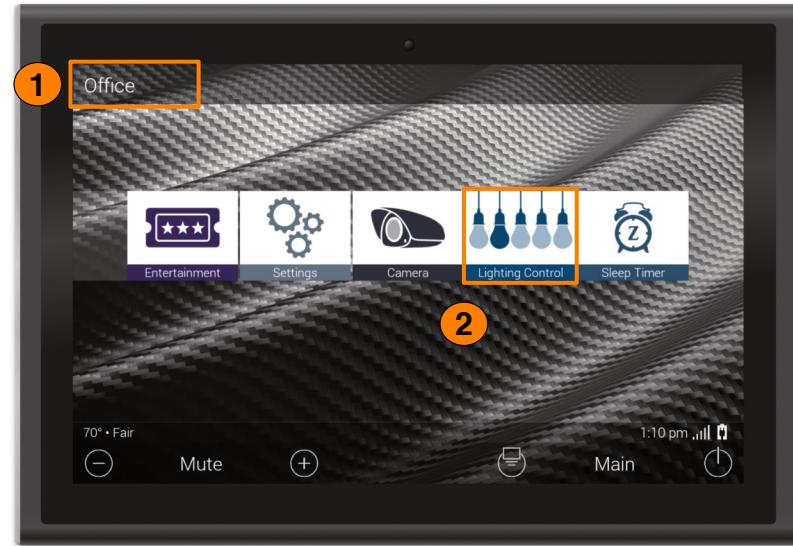
Unified Modules - Lighting Control

The **Lighting Control** module **combines supported lighting subsystems**, such as Lutron, Philips Hue, Z-Wave, and more, **into a single module**.

This module **provides control and feedback** on supported lighting subsystems. Certain subsystems, such as Ketra, offer the ability to change the colors of the lights. The Lighting Control module provides advanced options that are supported by the existing devices.

Perform the following to access the **Lighting Control** module:

1. Select the **room where the Unified Modules** are located.
2. Select **Lighting Control**.
3. View the **Lighting Control - Rooms Menu** and select an available **Room**.



4. The **Lighting Control** page is displayed.

Use the available buttons to turn lights on/off, adjust brightness, and/or change the colors of integrated lights.

5. To **Exit** the module, select the **Main** button.



Lighting Control - Available Buttons:

Below are descriptions of the available buttons on the Lighting Control module:

- 1. Color Picker:** Select this button to display the color section page.

This page allows the user to **change the color of the selected lights**.

This **only displays if supported** by the lighting device.

- 2. On/Off Toggle:** Select this button to toggle the selected lights on or off.
- 3. Brightness Slider:** Adjust the slider to left or right to adjust the light's brightness level. This only displays if supported by the lighting device.
- 4. Rooms Menu:** Click on this button to return to the **Light Control - Rooms Menu**.
- 5. Options Menu:** When selected, provides the following options:
 - Add/Remove:** Allows the end-user to add/remote additional lights to the current Room.
These lights must already be programmed within the supported subsystem.
 - Reorder:** Allows the end-user to **rearrange** the **Lighting Control** list within the current Room.
- 6. Back:** Select to return to the Lighting Control - Rooms Menu.



Lighting Control - Assigning a Default Room:

A **Default Room** can be assigned to make accessing certain areas more convenient. When a Default Room has been assigned, the **Lighting Control module displays the devices in the Room when launched.**

Perform the following from within the **Lighting Control - Rooms Menu** to **assign a Default Room**:

1. Select the **Options Menu**.

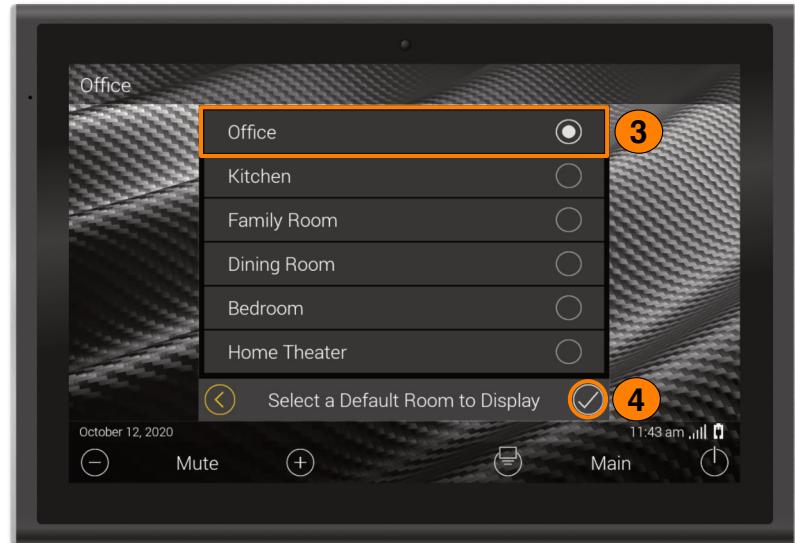
There are two (2) available selections:

- **Authentication:** Select to complete the authentication process of an integrated subsystem. Not all subsystems require authentication. Refer to the subsystem's Parameters & Reactions document for more details.
- **Default Room Selection:** Click on this option to display the **Default Room to Display Menu**.

2. Select the **Default Room Selection** button.



3. View the **Rooms List** and **select which room to assign** as the default (i.e. Office).
4. Select the **Check Mark to confirm**.
5. When the **module is relaunched**, the end-user is **taken directly** to the **Lighting Control page of the assigned room**.

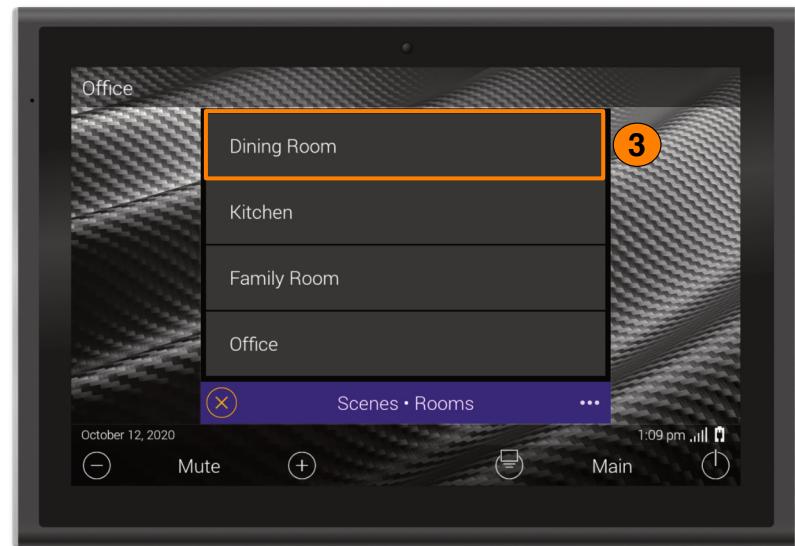


Unified Modules - Scenes Control

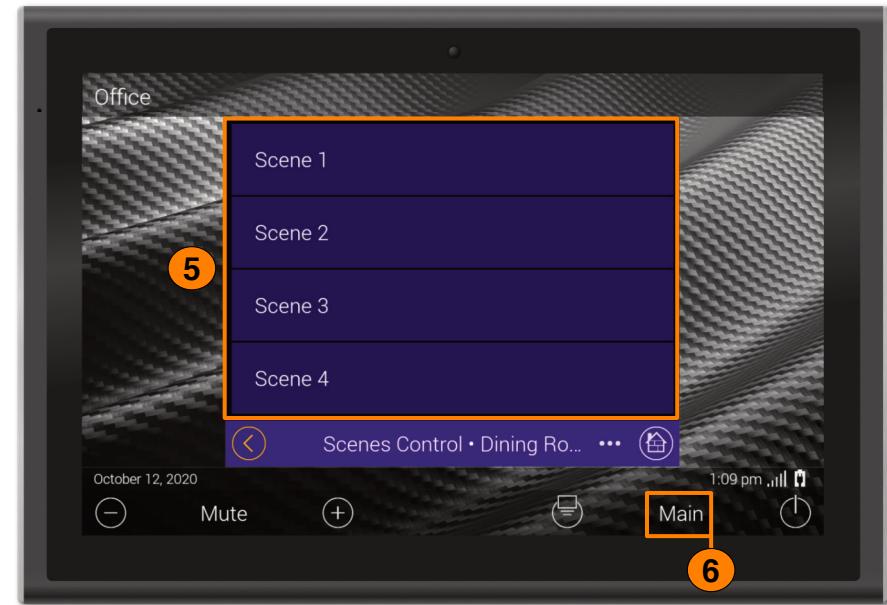
The **Scenes Control** module **combines programmed Scenes from supported subsystems**, such as Lutron, Philips Hue, Z-Wave, and more, into a **single module**.

Perform the following to access the **Scenes Control** module:

1. Select the room where the **Unified Modules** are located.
2. Select the **Scenes Control** button.
3. Select **Scenes Control**.
4. View the **Scenes Control - Rooms Menu** and select an available room.



5. The **Scenes Control** page is displayed.
Select an available Scene to trigger its functionality.
6. To **Exit** the module, select the **Main** button.

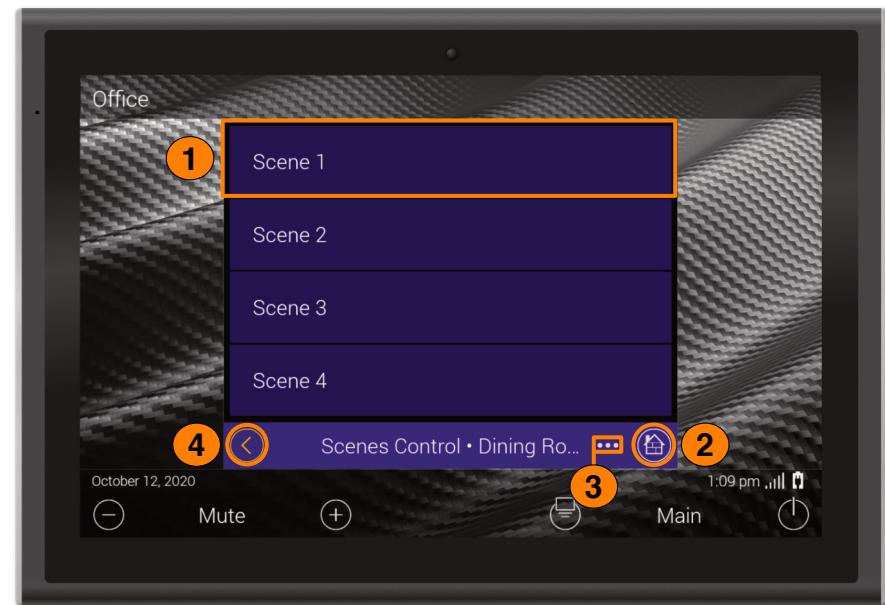


Scenes Control - Available Buttons:

Below are descriptions of the available buttons on the Scenes Control module:

1. **Scene Select:** Click on any available Scene to trigger its functionality.
2. **Scenes Control - Rooms Menu:** Click on this button to return to the **Scenes Control - Rooms Menu**.
3. **Options Menu:** When selected, provides the following options:
 - **Add/Remove:** Allows the end-user to **add/remove** additional Scenes to the current Room.

These Scenes must already be programmed within the supported subsystem.
 - **Reorder:** Allows the end-user to **rearrange** the **Scenes Control list** within the current Room.
4. **Back:** Select to return to the **Scenes Control - Rooms Menu**.



Scenes Control - Assigning a Default Room:

A **Default Room** can be assigned to make accessing certain areas more convenient. When a Default Room has been assigned, the **Scenes Control module displays the devices in the Room when launched**.

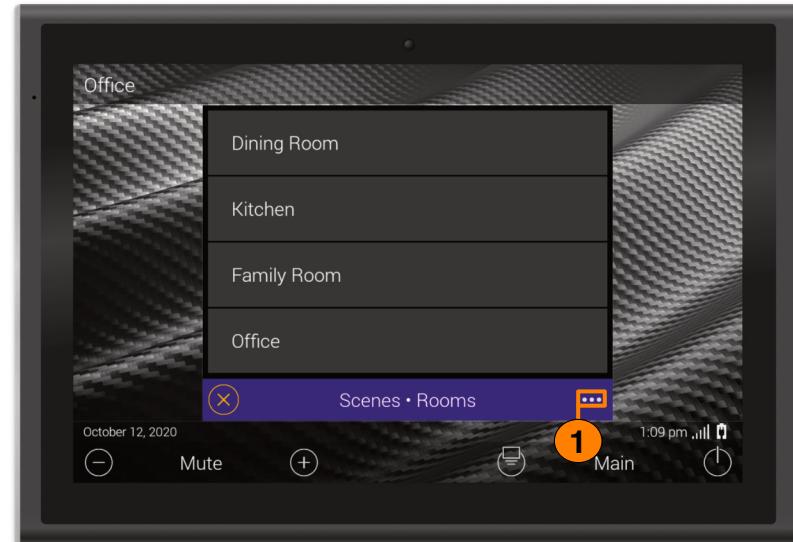
Perform the following from within the **Scenes Control - Rooms Menu** to assign a **Default Room**:

1. Select the **Options Menu**.

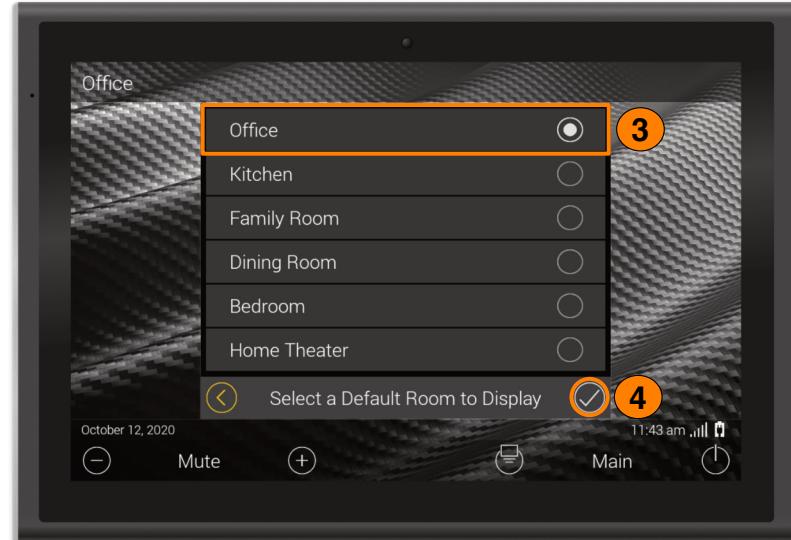
There are two (2) available selections:

- **Authentication:** Select to complete the authentication process of an integrated subsystem. Not all subsystems require authentication. Refer to the subsystem's Parameters & Reactions document for more details.
- **Default Room Selection:** Click on this option to display the **Default Room to Display Menu**.

2. Select the **Default Room Selection** button.

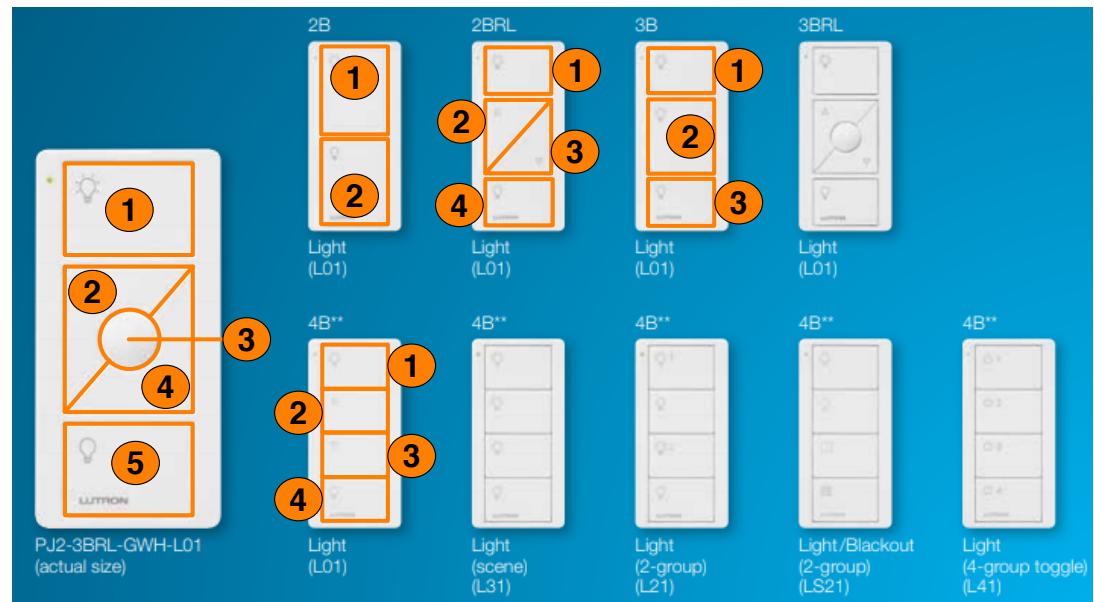


3. View the **Rooms List** and **select which room to assign** as the default (i.e. Office).
4. Select the **Check Mark to confirm**.
5. When the **module is relaunched**, the end-user is **taken directly** to the **Scenes Control page of the assigned room**.



Pico Remote Layout

Pico controllers come in a variety of layouts and it's important to know the numerical representation of each button. Pico counts from top to bottom, with the middle button being third. Knowing the button layout is necessary for module/macro programming within Total Control.



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