AVO-IPCTL-SDV Control4 Driver Guide

For Composer Pro · Driver version 1.1.0

The KanexPro AVO-IPCTL-SDV driver lets a Control4 system control an AVO-IPCTL-SDV and the boxes in its list. It controls the AVO-IPCTL-SDV straight over the network, on the AVO-IPCTL-SDV's own control port (Telnet 23). No other KanexPro software is needed. Each control is a programming command, and each reading is a variable that follows changes made on the AVO-IPCTL-SDV's own page or by another system.

> **Before you start —** the Control4 controller must reach the AVO-IPCTL-SDV's CTRL port on TCP 23, and Telnet must be on in the AVO-IPCTL-SDV's own page (it is as shipped).

TABLE OF CONTENTS

1. Install the driver
2. Properties
3. Programming commands
4. Variables
5. Troubleshooting

1. INSTALL THE DRIVER

1. Download **KanexPro-AVO-IPCTL-SDV-C4-1.1.0.zip** from the AVO-IPCTL-SDV page on kanexpro.com (Resources) and unzip it.
2. In Composer Pro, add the driver from the file `KanexPro-AVO-IPCTL-SDV-C4.c4z` (Driver > Add or Update Driver, or drag the file in).
3. Add it to the project in the room where the unit is.
4. Select it and set its properties (section 2). **Connection** shows Connected once it reaches the unit.

> **One driver per unit —** for two AVO-IPCTL-SDV units, add the driver twice and give each its own IP address.

2. PROPERTIES

DRIVER PROPERTIES	
IP Address	The AVO-IPCTL-SDV's address on the control network (its CTRL port). Empty by default.
Port	23 (Telnet), the AVO-IPCTL-SDV's control port. Leave it unless the controller's own page moves it. Default 23.
Poll Interval	How often it reads the controller back (0 = only after a change). Default 10 s.
Debug Mode	On prints every command and reply to the Lua output.
Connection	Read only: Connected, Connecting, Not connected (and why), Refused (and which command), or what to set.
Driver Version	Read only: 1.1.0.

Action: **Reconnect** connects again at once.

3. PROGRAMMING COMMANDS

7 commands. Use them in Composer's Programming view, from any event.

#	Command	Parameters	What it does
1	**Route**	Decoder (a list: All decoders, Decoder 1, Decoder 2, Decoder 3 ...); Encoder (a list: Nothing, Encoder 1, Encoder 2, Encoder 3 ...)	Sends the encoder you pick to the decoder you pick ("All decoders": every decoder at once).

2	**Picture on**	Decoder (a list: Decoder 1, Decoder 2, Decoder 3, Decoder 4 ...); State (a list: On, Off)	Picture on: on or off on the decoder you pick.
3	**Video mute**	Decoder (a list: Decoder 1, Decoder 2, Decoder 3, Decoder 4 ...); State (a list: On, Off)	Video mute: on or off on the decoder you pick.
4	**Show ID**	Decoder (a list: Decoder 1, Decoder 2, Decoder 3, Decoder 4 ...); State (a list: On, Off)	Show ID: on or off on the decoder you pick.
5	**Screen on**	Decoder (a list: Decoder 1, Decoder 2, Decoder 3, Decoder 4 ...); State (a list: On, Off)	Screen on: on or off on the decoder you pick.
6	**Matrix presets**	Button (a list: 1, 2, 3, 4 ...)	Presses the button you pick: 1, 2, 3, 4, 5, 6, 7, 8 ....
7	**Wall preset**	Wall (a list: Wall 1, Wall 2, Wall 3, Wall 4 ...); Preset (a list: Preset 1, Preset 2, Preset 3, Preset 4 ...)	Sets the wall preset. Choices: Preset 1; Preset 2; Preset 3; Preset 4; Preset 5, and 4 more.

4. VARIABLES

`STATUS` is the Connection text. The others follow the unit, whoever changes it:

#	Variable	Kind	What it holds
1	`ROUTE_OUT1`	text	Decoder 1 Encoder
2	`ROUTE_OUT2`	text	Decoder 2 Encoder
3	`ROUTE_OUT3`	text	Decoder 3 Encoder
4	`ROUTE_OUT4`	text	Decoder 4 Encoder
5	`ROUTE_OUT5`	text	Decoder 5 Encoder
6	`ROUTE_OUT6`	text	Decoder 6 Encoder
7	`ROUTE_OUT7`	text	Decoder 7 Encoder
8	`ROUTE_OUT8`	text	Decoder 8 Encoder
9	`ROUTE_OUT9`	text	Decoder 9 Encoder
10	`ROUTE_OUT10`	text	Decoder 10 Encoder
11	`ROUTE_OUT11`	text	Decoder 11 Encoder

12	ROUTE_OUT12	text	Decoder 12 Encoder
13	ROUTE_OUT13	text	Decoder 13 Encoder
14	ROUTE_OUT14	text	Decoder 14 Encoder
15	ROUTE_OUT15	text	Decoder 15 Encoder
16	ROUTE_OUT16	text	Decoder 16 Encoder
17	BOXES	text	Readings Boxes

5. TROUBLESHOOTING

Connection says Not connected.
Check the IP Address property against the AVO-IPCTL-SDV's CTRL port address (its own page or front panel), and that TCP port 23 is open from the Control4 controller to it. Telnet must be on in the AVO-IPCTL-SDV's own page, at port 23.

Connection says Refused, and names a command.
The AVO-IPCTL-SDV refused that change, for example a number that is not in its list.

Changes made elsewhere do not show in Control4.
Set Poll Interval above 0. Changes made on the AVO-IPCTL-SDV's own page or by another system then show in the variables within that many seconds.

I need to see what the driver sends.
Set Debug Mode to On: the Lua output in Composer shows every command sent and every reply.