

## **TechNotes**

**Revision 7/25/2022** 

## **Control4 Theory of Operation for Dissolve Rates (v3.3.0)**

The latest C4 OS release enables a variety of choices for how dissolve rates can be combined with commands. This tech note provides additional information on how various methods to control dissolve rates can be implemented.

## 1. Background on Dissolve Rates.

When a device is set up within e-Node Pilot there are various prevailing/default dissolve rates that can be set up the installer. These dissolve rates will prevail when a command is sent from an automation system if that command is not appended with a ":" and a dissolve rate in seconds. Specifically, if you fail to enter a dissolve rate within the 3<sup>rd</sup> party automation platform, the dissolve rate programmed within the e-Node will prevail. However, if a dissolve rate is programmed within the automation system, it will take precedence over any e-Node initial settings.

Properties	UID1	
VALUE	240.0.0.0	•
COLOR	0.240.240	
STATUS		
NOTIFY	AUTO 🗸	
FTW	DISABLE 🗸	
SOLAR	ALL	
DISSOLVE 1		
DISSOLVE 2		
DISSOLVE 3	1	
DISSOLVE 4	20	
SEQRATE	4	v

These dissolve rates equate to the following

Dissolve Type	Application
1	Dissolve function for transitions between from one state and another using direct value commands such as SET,L; SAT, S; HUE,H; RED,R, GREEN,G, BLUE,B; COLOR; VALUE Dissolve
2	Dissolve function for transitions between ON and OFF and between PRESETS (RECALL,X)
3	Dissolve function for transition from one state another with the following effects
4	Time to complete a full cycle with the following EFFECT function. (Min is 14 seconds—max is 240 -EFFECT(3)

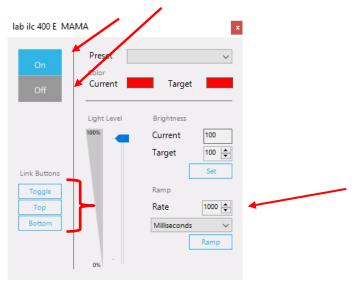


Although there are 4 dissolve rates available with the e-Node setup web server, typically automation system using only control 1 or 2 of these variables. For typical **On/Off/Toggle** operations, only Dissolve Type "2" is applicable and can be controlled from these 3<sup>rd</sup> party platforms easily.

Below is a review of special features available with Control4's OS release 3.3.0

## 2. Implementation of Dissolve Rates with C4 User Interfaces.

2a. The Device Widget/Popup.



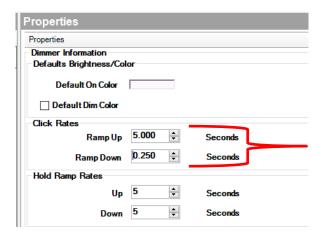
- -The **On/Off** buttons and the **Ramp** function/Rate can be used to test ramping on a target device. CSI controllers will parse rates in even increments (i.e., 1000ms/1 sec, 2000ms/2 sec, etc.).
- -The **Link Buttons** can be used to Toggle (On/Off) using also the **Ramp/Rate** setting, or the **Link Button/Top** can bring the light level to fully on (top) or **Link Button/Bottom** can bring the light level of fully off again using the timing set within the **Ramp/Rate** tab.



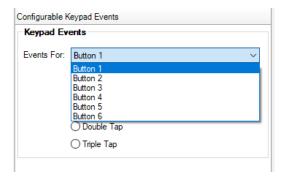
2b. The Touch Screen/Mobile Device User Interface.



The **Light Bulb** icon can be used to toggle On/Off the load. Here the applicable ramp setting can be found within the setup of the device itself. Here, a **Ramp Up** setting of **5** seconds will cause a **Toggle ON** to take 5 seconds to reach the maximum brightness, while a **Ramp Down** of **.250** seconds will cause the **Fade down** to OFF to occur almost instantaneously.



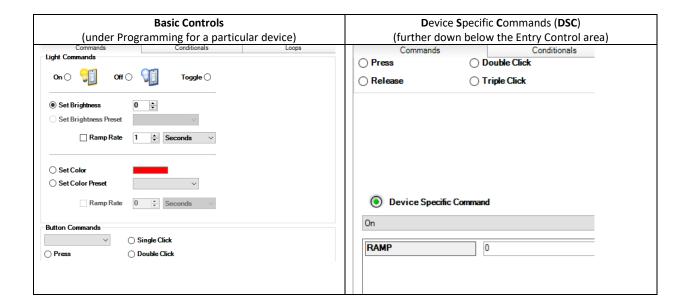
2c. Configurable Keypad or Similar Button Control.



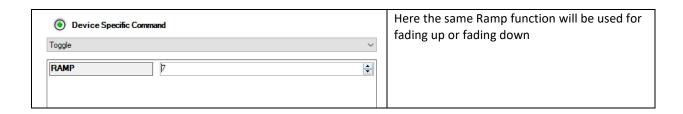


Here a button can be programmed to basically do anything including typical **On/Off/Toggle** functions. But there is also a wealth of additional features that can be selected/controlled as well.

There are two ways of programming these buttons. One is with the default/basic Control4 entry controls (**Basic Controls**) and another is with our Device Specific Commands (**DSC**). Although the Basic Controls can be used, they are not as comprehensive in some cases as the **D**evice **S**pecific **C**ommands and therefore please use these for special/rich type control. In short, for the most precise control, we recommend the **D**evice **S**pecific **C**ommands while for simply applications such as **On/Off/Toggle** the Basic Controls are just fine.



As an example, let's program a Toggle with an 7 second ramp using DSC.





Alternatively, here is an example of a Toggle using Basic Controls.

