



Q-Motion Integration Release Notes

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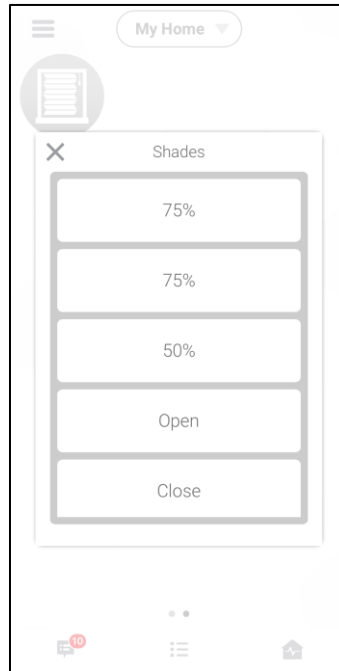
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Introduction

The Q-Motion shade integration allows users to control their motorized shades through the ClareHome system.

Shades can be controlled via keypads. Use Fusion's Scenes and Rules to automate the Q-Motion shades. The following figure shows the Q-Motion shades on the ClareHome UI.

Figure 1: Q-Motion shade controller icon and controls



Installing the controller

A qualified Q-Motion technician should install the Q-Motion shades. Clare Controls does not assume any responsibility for damages caused by improper installation or connection to the network.

Note: When installing the equipment, your technician must assign each shade motor a numeric group address. Please have the technician note the groups he or she assigns. You will need the group numbers when integrating the shade controller in Fusion.

Connecting the controller to the data network

After installing the Q-Motion Q-Connect controller, connect it to the ClareHome data network. To make the connection, you will need a serial cable or an IP-to-Serial adapter, such as a Global Caché iTach device. Use one of the two connection methods below.

Note: Ensure that the Q-Motion Q-Connect is in RS-232 mode before connecting to the data network. The status light on the Q-Connect will turn and remain solid red when the device is in RS-232 mode.

To connect the controller to the ClareHome network using a serial cable:

1. Attach the RJ-12 end of a serial cable to the port on the data network.
2. Create an RJ-12 to RJ-45 cable following the specifications of the CLIQ on the RJ-12 end and Q-Motion on the RJ-45 end. See Table 1 for pinouts.

Table 1: Serial adapter settings

Pin	CLIQ (RJ-12)	Q-Motion (RJ-45)
1	No connection	RS485A
2	Ground	RS485B
3	Transmit data (from CLIQ) RS232TX	RS232RX
4	Receive data (to CLIQ) RS232RX	Power
5	Ground	Power
6	No Connection	RS232TX
7		Common
8		Common

–or–

To connect the controller to the ClareHome data network using an adapter:

1. Attach one end of a Cat5 networking cable to a port on the ClareHome data network, and then attach the other end of the cable to the RJ-45 jack on the IP-to-Serial adapter.
2. Using a DB9 to RJ45 cable, connect the IP-to-Serial device (Global Caché iTach) to the Q-Motion controller.

Setting the serial parameters in the serial device adapter

To ensure proper communication between the Q-Motion controller and the ClareHome system, you must configure your IP-to-Serial adapter with the following settings. Follow the manufacturer’s instructions included with the device to adjust the settings.

Note: You must set a static IP address for the adapter.


Table 2: Serial adapter settings

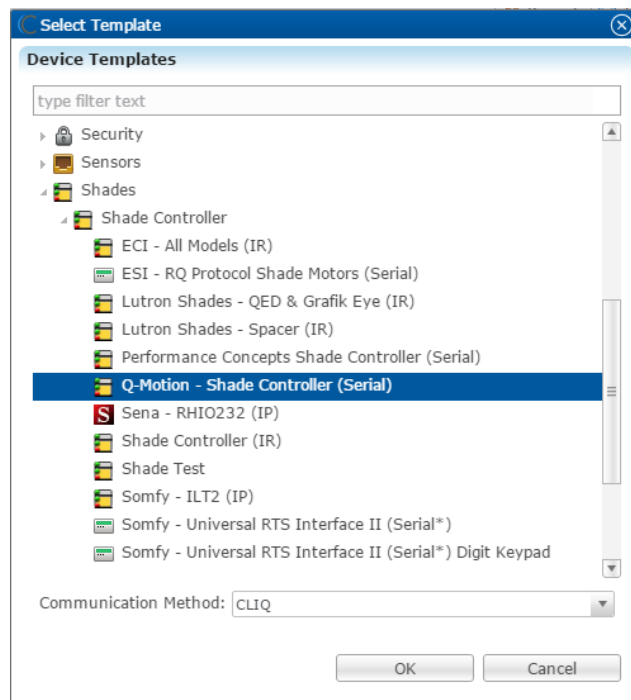
Serial Parameter	Setting
Baud Rate	9600
Data Bits	8
Parity	None
Stop Bits	1

Configuring in Fusion

Once you have installed your Q-Motion Q-Connect controller, you must add and configure it in Fusion.

To add a Q-Motion shade controller in Fusion:

1. Click the **Devices** tab, and then click the **New Device** button  to display the Select template dialog.



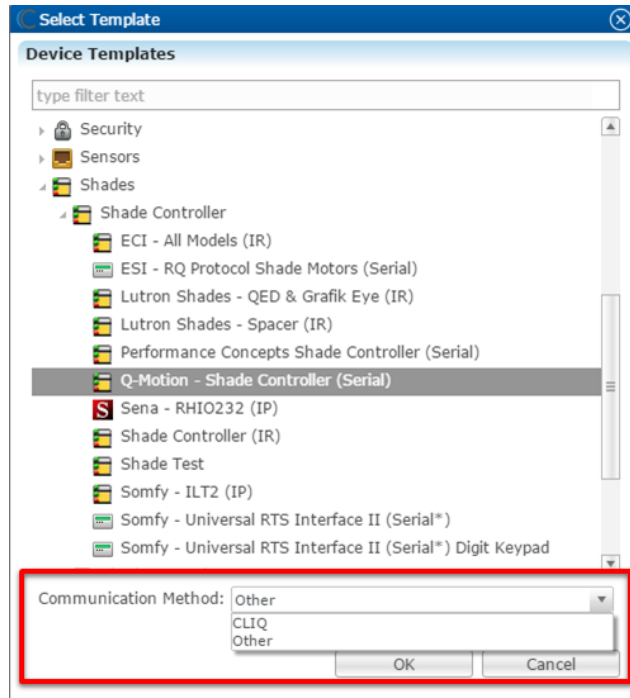
2. Expand the Shades drop-down, and then browse to **Q-Motion - Shade Controller (Serial)**.

Shades > Shade Controller > Q-Motion Shade Controller (Serial)

3. Select **CLIQ** in the Communication Method drop-down.

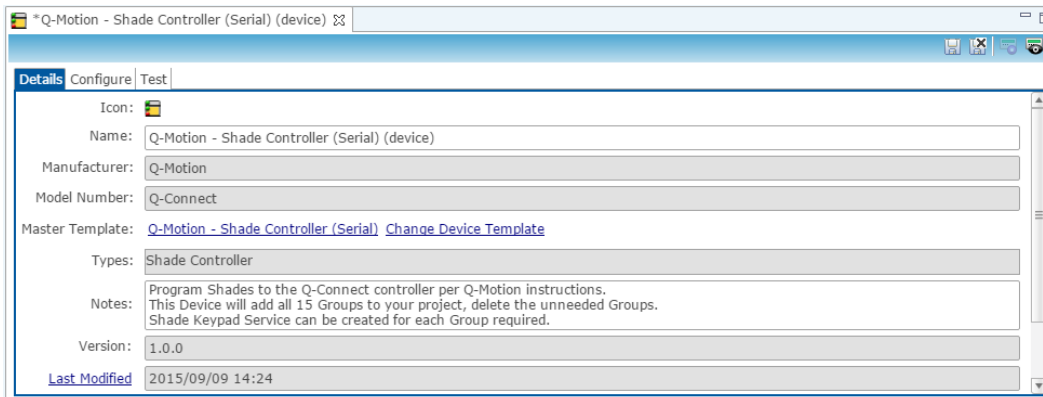
– or –

Select **Other** in the Communication Method drop-down when using an IP-to-Serial device (Global Caché iTach).



4. Click **OK**.

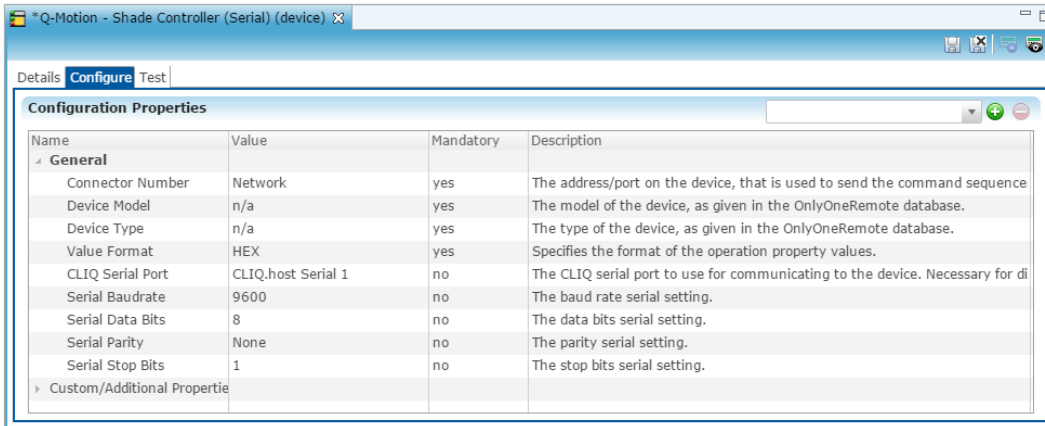
The **Details** tab displays.



5. Enter a name and notes for the device, and then click the **Configure** tab.

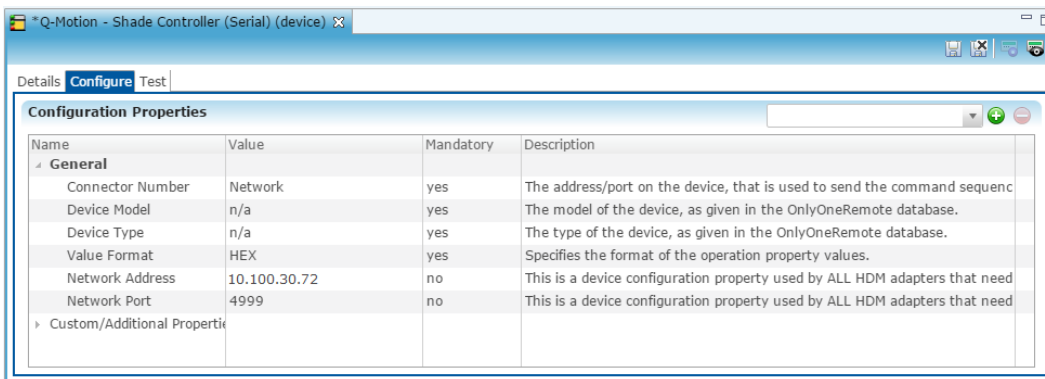
- When connecting the shade controller directly to the CLIQ using a serial cable, enter the **CLIQ Serial Port**.

Verify that the **Serial Baudrate**, **Serial Data Bits**, **Serial Parity**, and **Serial Stop Bits** match the settings in Table 1.



– OR –

When using an IP-to-Serial device, enter the adapters **Network Address** and **Network Port**.

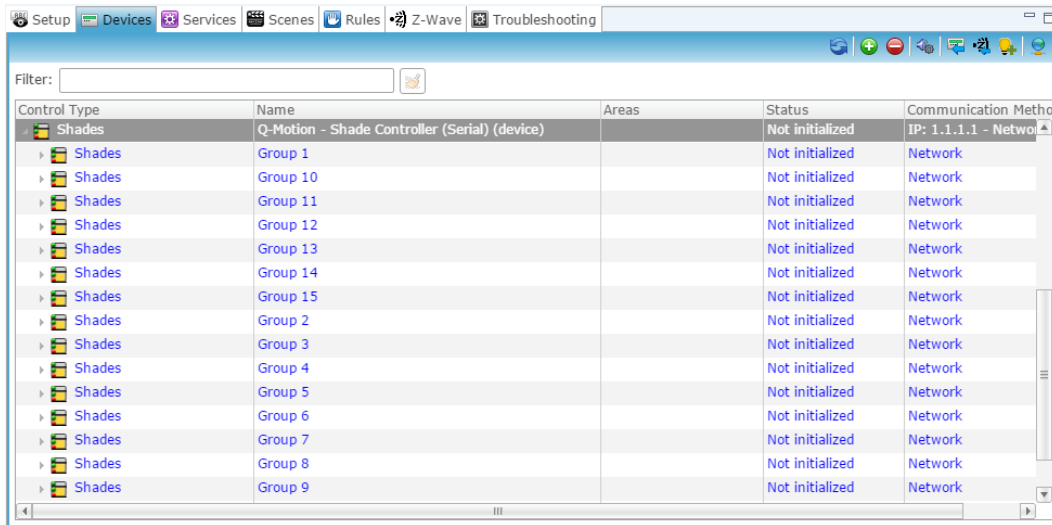


- Click the **Save** button .

To organize the shade groups:

1. Return to the **Devices** tab, and then expand the shade controller.

Note: The shade controller supports and adds 15 groups.

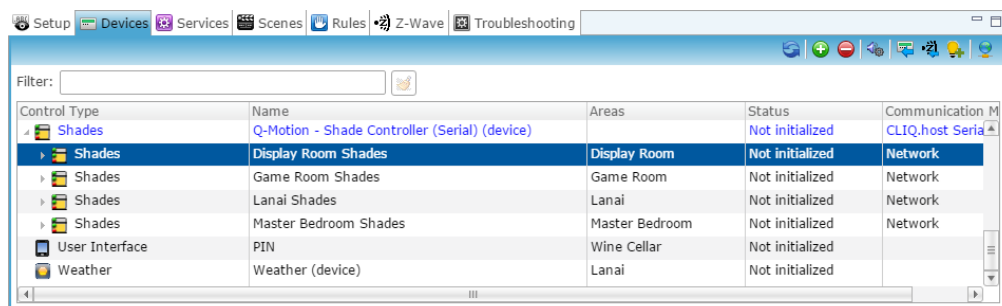


The screenshot shows the Fusion software interface with the 'Devices' tab selected. A table lists 15 shade groups, all with a status of 'Not initialized' and a communication method of 'Network'. The groups are numbered 1 through 15.

Control Type	Name	Areas	Status	Communication Methd
Shades	Q-Motion - Shade Controller (Serial) (device)		Not initialized	IP: 1.1.1.1 - Netwo
Shades	Group 1		Not initialized	Network
Shades	Group 10		Not initialized	Network
Shades	Group 11		Not initialized	Network
Shades	Group 12		Not initialized	Network
Shades	Group 13		Not initialized	Network
Shades	Group 14		Not initialized	Network
Shades	Group 15		Not initialized	Network
Shades	Group 2		Not initialized	Network
Shades	Group 3		Not initialized	Network
Shades	Group 4		Not initialized	Network
Shades	Group 5		Not initialized	Network
Shades	Group 6		Not initialized	Network
Shades	Group 7		Not initialized	Network
Shades	Group 8		Not initialized	Network
Shades	Group 9		Not initialized	Network

2. Delete any unused groups
3. Assign the shade groups to areas.
4. Name each shade group according to the room it is in.

Note: We recommend naming the shade groups according to their location for convenience.



The screenshot shows the Fusion software interface with the 'Devices' tab selected. The table now shows several shade groups assigned to specific areas. The 'Display Room Shades' group is highlighted in blue.


Control Type	Name	Areas	Status	Communication M
Shades	Q-Motion - Shade Controller (Serial) (device)		Not initialized	CLIQ_host Serial
Shades	Display Room Shades	Display Room	Not initialized	Network
Shades	Game Room Shades	Game Room	Not initialized	Network
Shades	Lanai Shades	Lanai	Not initialized	Network
Shades	Master Bedroom Shades	Master Bedroom	Not initialized	Network
User Interface	PIN	Wine Cellar	Not initialized	
Weather	Weather (device)	Lanai	Not initialized	

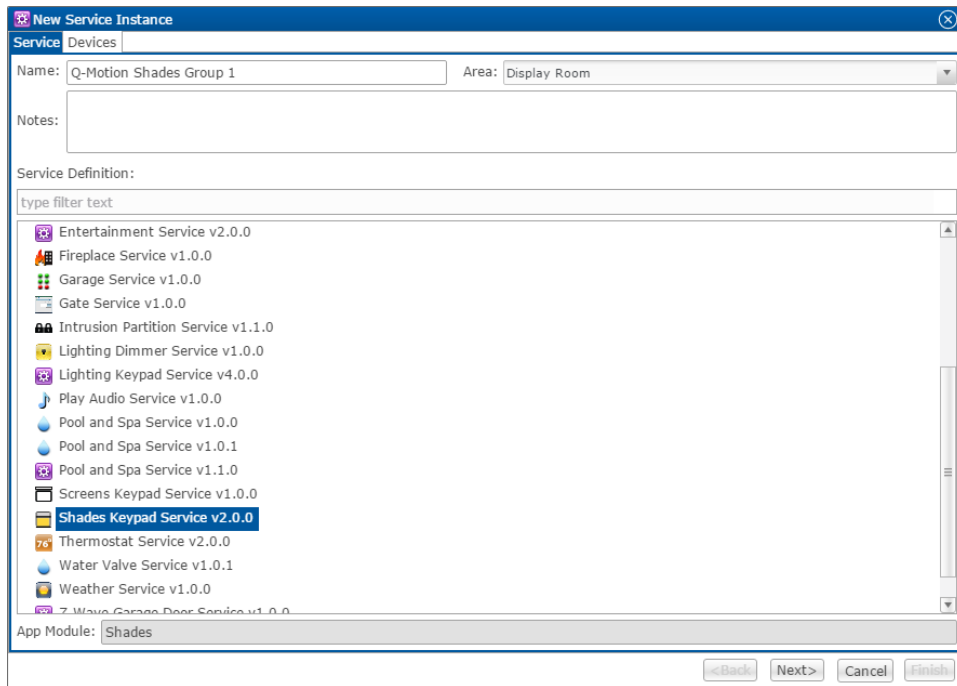
Creating a service for the shade groups

Once you have configured the shade controller in Fusion, create a shade keypad service for each shade group.

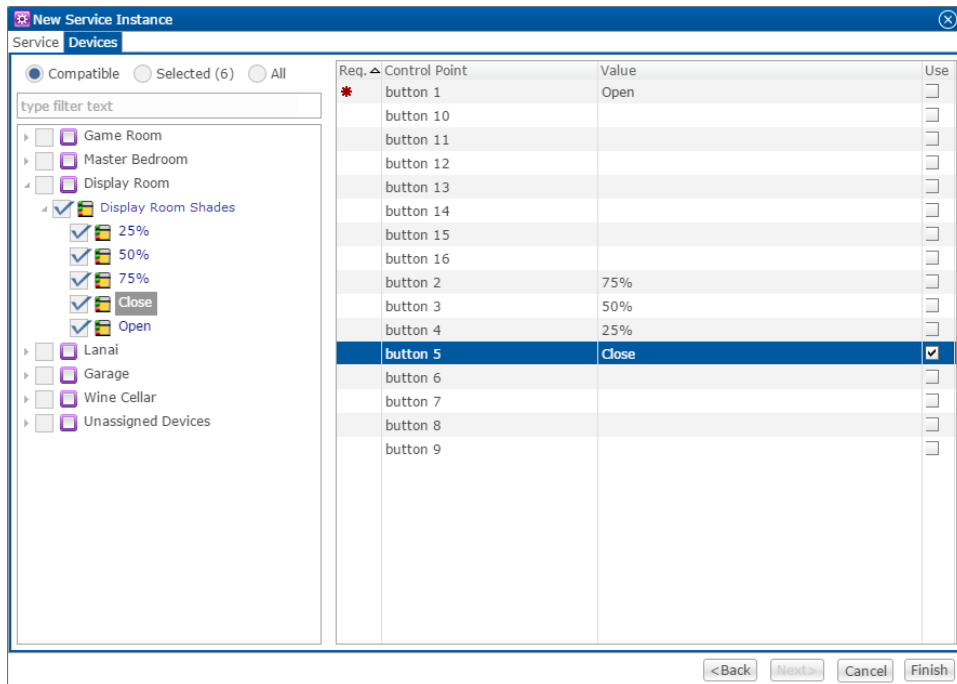
Note: You will need the correct shade group numbers to create services in Fusion.

To create a service for the shade groups:

1. Click the **Services** tab, and then click the **New Service** icon . The New Service Instance dialog displays.



2. Enter the name of the service in the **Name** field, select the area, and then click **Shades Keypad Service**.
3. Click **Next** to display the **Devices** tab.



4. In the left panel, select the desired shade group and actions.
5. In the right panel, set the values for the screen control.
Click the **Value** field to view the drop-down menu, and then select the device.
Note: Group 1 has 5 desired shade actions. Set each action to a different button.
6. Click **Finish**.
7. Repeat steps 1 through 6 for each shade group.
8. Deploy the project.

Contact information

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