

# Control 4<sup>®</sup>

## **MDU Access Driver**

### Installation and Usage Guide



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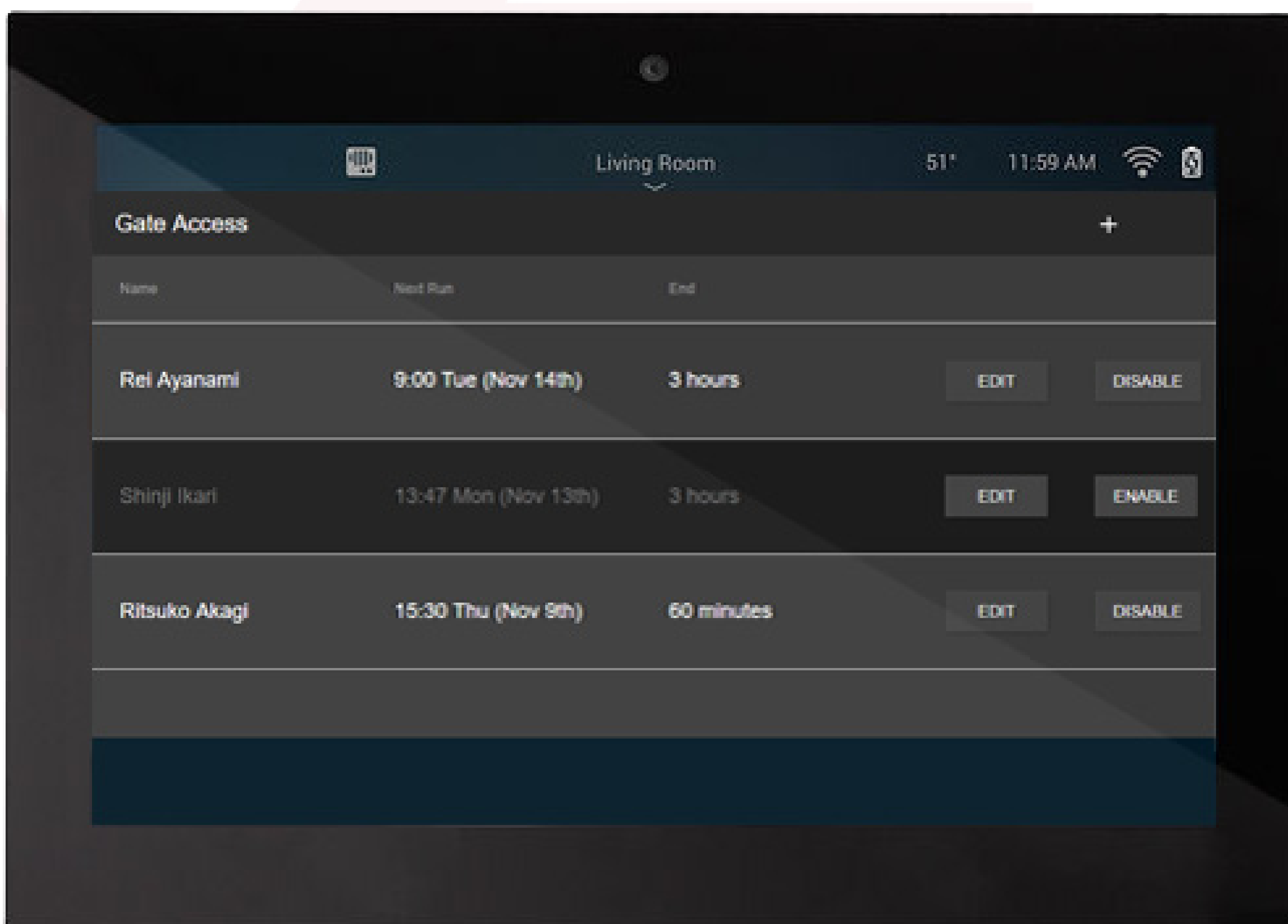
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# Overview

The MDU access driver provides a way to manage users access codes, times and enable or disable the user. The driver can also communicate with a local DS2 doorstation and listen for codes that match the ones saved in the access server.

Users can be added directly on the touchscreen with a start date, the duration the access is valid for and whether the code is set to repeat after a specified number of days or run only once.

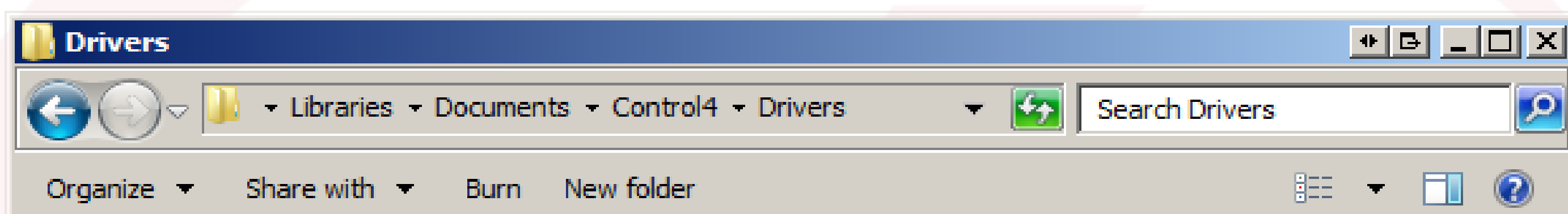
- Allows management of user codes for DS2's connected to a communication server
- Allows management of user codes of DS2's connected to the individual project
- Can schedule user codes
- Each Control4 system will have its own independent user code set
- ACCESS\_CODE\_NAME variable can be used with 4sight push notifications or emails to notify home owner when a specific code has been accessed.



# Installation

## Unzip files and copy to your drivers folder

1. The driver you have downloaded will be in a zip file. Double click on this file to open it in your preferred zip program (WinZip, WinRar, etc.).
2. Extract the c4i file to the My Documents\Control4\Drivers directory. If you are using Windows 7 or 8 this will be extracted to the Libraries\Documents\Control4\Drivers directory.



3. You are now ready to add and configure the driver via the Composer Pro software.

**IMPORTANT – Before undertaking the installation of the driver please setup the communications server and also setup any DS2's in the Control4 project**

## Obtain the API key from the communication server

The driver relies on the communication server api key to function. The api key can be obtained from the communication server by connecting to it with a web browser and logging in as the admin user.

### Authentication

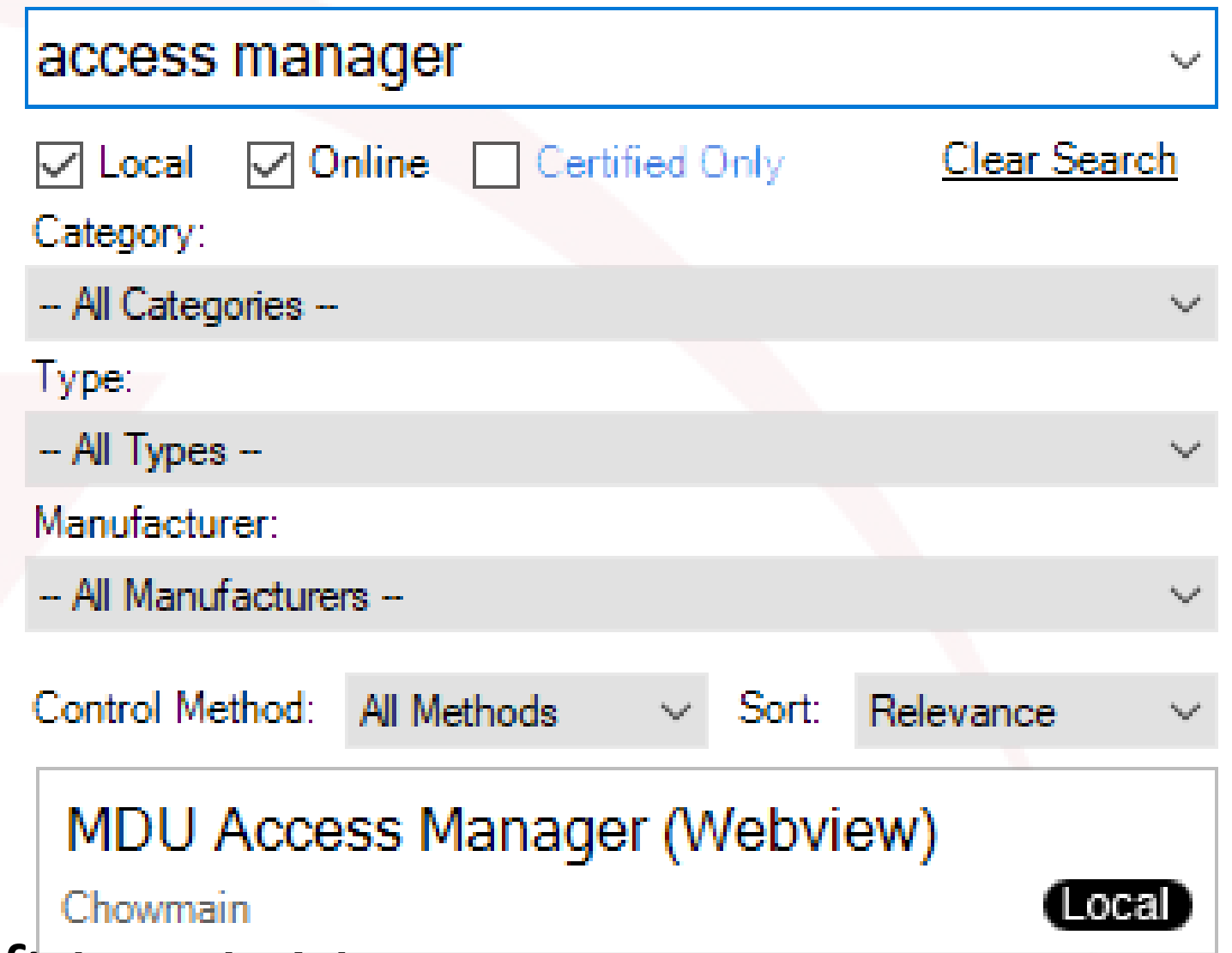
Web Login	<input type="text" value="admin"/>
Web Password	<input type="password" value="*****"/>
API Key	<input type="text" value="0553711ead1b1de6986cc2626467c6c6"/>
	<input type="button" value="Generate New Key"/>

# Installation

## Add the driver to your project

1. Launch the Composer Pro application and connect to your project
2. In the 'System Design' page select the 'Search' tab on the right hand side.

3. Type in 'MDU Access Manager' in the search bar and press enter.



4. Double click on the 'MDU Access Manager (Webview)' driver to add it to your project

5. Highlight the 'MDU Access Manager' driver on the left hand side.

6. Enter in the communications server API Key



7. Click on the Agents tab



8. Click on the Add button

9. Select the Guest Services Agent and press OK



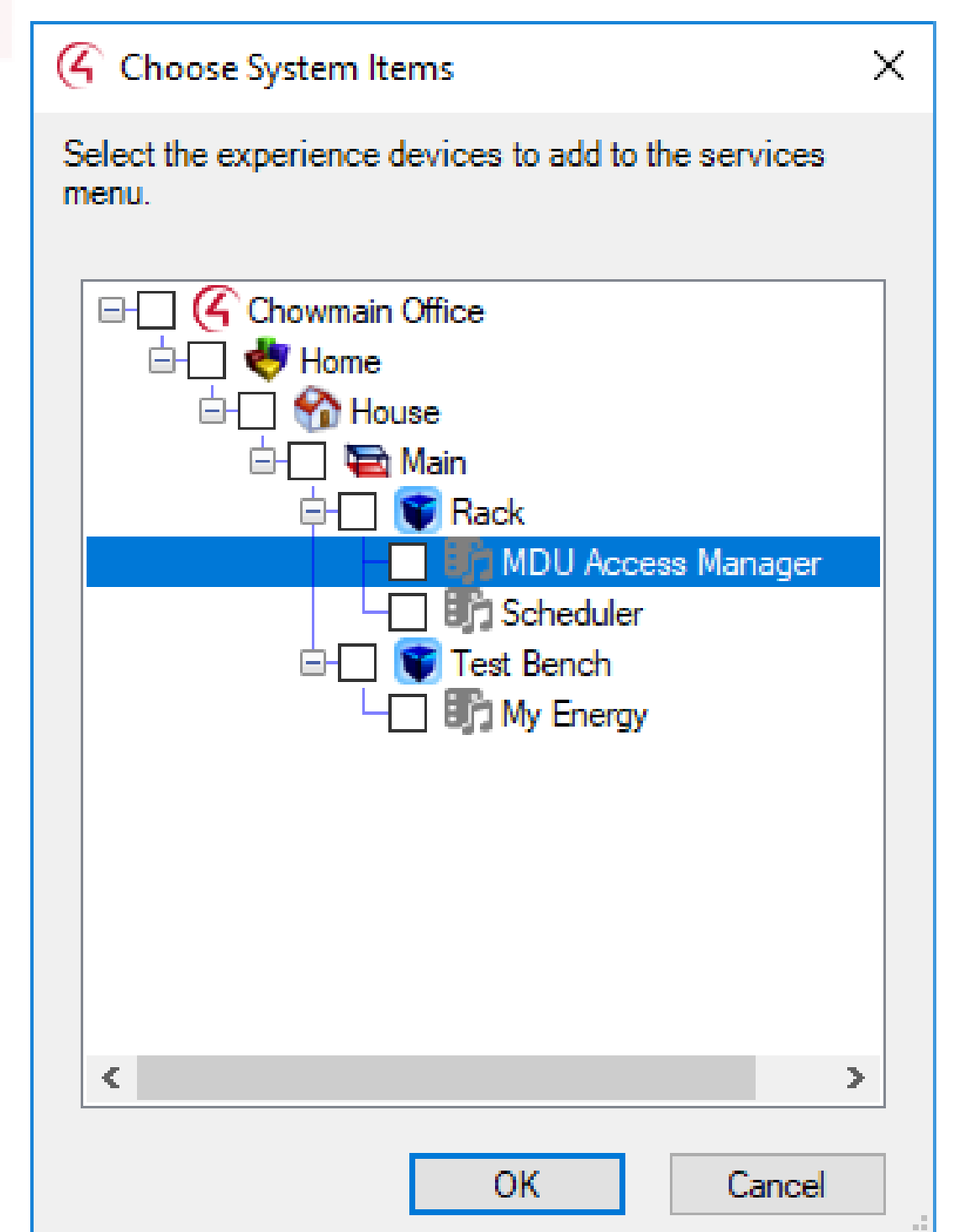
10. Highlight the Guest Services` Agent

11. Click on UI Button

12. Check the MDU Access Manager box and press Ok

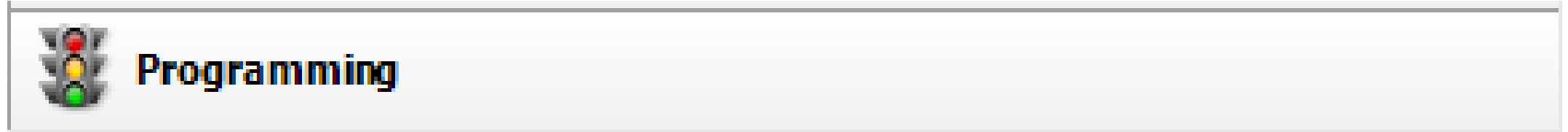
Congratulations you have successfully setup the MDU Access Manager Webview Driver for T3 touchscreens.

You can now manage access codes under the services menu on the touchscreen. Note that the codes will only work for the gate DS2. If you want to program against DS2's in this project please see the next section.



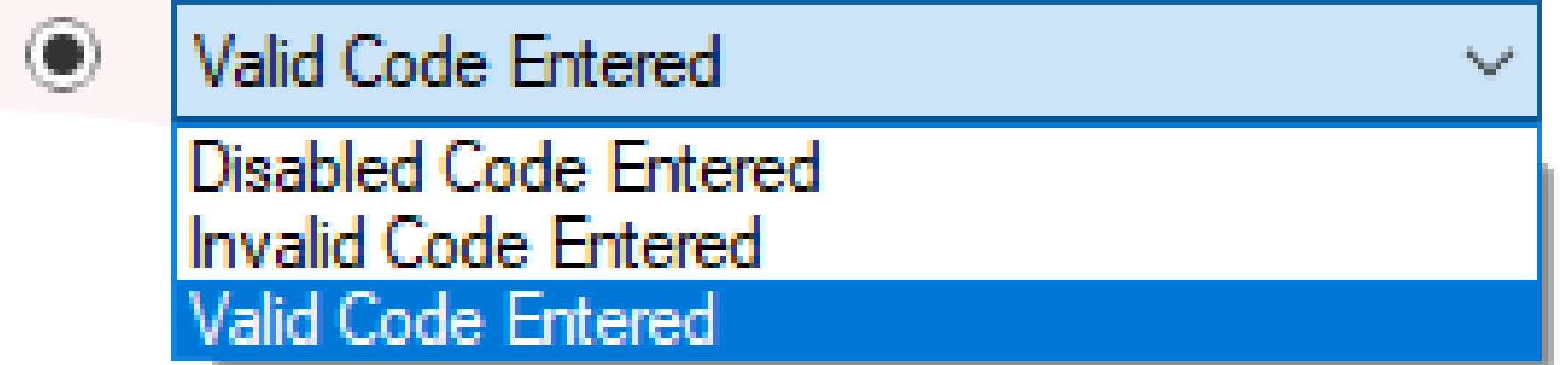
# Local DS2 Events

1. Click on the programming tab



2. Highlight the MDU Access Manager under Device Events

3. Select Valid Code Entered in the drop down



4. Drag and drop programming actions in when a valid code is entered (for example firing a macro for unlocking and locking the door lock)

5. Repeat steps 1-4 for Disabled and Invalid codes.

6. Refresh Navigator

# Touchscreen Control

The touchscreen is used for all of the access code management. The initial screen will show you a list of the codes currently in use on this system. At the top of the page is a + button that is used to add a new user.

On each line you will see the name associated with the code, the next time the code will be valid and how long the code will be valid for.

There are also edit and disable buttons on this page. The edit button will allow you to change any aspect of the users details (including the code).

The disable button is used to temporarily disable a user. If a user is disabled the row will be shown in a darkened color to indicate it is not currently active

The screenshot shows a 'Gate Access' management interface. At the top right is a '+' button. Below it is a table with columns for Name, Next Run, and End. The table contains three rows: Rei Ayanami (9:00 Tue (Nov 14th), 3 hours), Shinji Ikari (13:47 Mon (Nov 13th), 3 hours), and Ritsuko Akagi (15:30 Thu (Nov 9th), 60 minutes). Each row has an EDIT button and a button labeled DISABLE or ENABLE. Annotations with red arrows point to these elements: the '+' button, the 'Next Run' column, the 'EDIT' button for Ritsuko Akagi, the 'DISABLE' button for Ritsuko Akagi, and the 'ENABLE' button for Shinji Ikari. A note on the left states 'Disabled codes are shown in a darkened color.' and another note at the bottom right explains the logic of the 'DISABLE' and 'ENABLE' buttons.

The next run date and time and the duration access will be available

Press the + button to add a new user

Disabled codes are shown in a darkened color.

Press the edit button to edit the user details.

If a user is enabled there will be a disable button shown. Press this to disable the user.

If the user is already disabled (the entry will be shown in a darkened color) the button will be labeled Enable. Press this button to re-enable the user.

Name	Next Run	End	EDIT	DISABLE
Rei Ayanami	9:00 Tue (Nov 14th)	3 hours	EDIT	DISABLE
Shinji Ikari	13:47 Mon (Nov 13th)	3 hours	EDIT	ENABLE
Ritsuko Akagi	15:30 Thu (Nov 9th)	60 minutes	EDIT	DISABLE

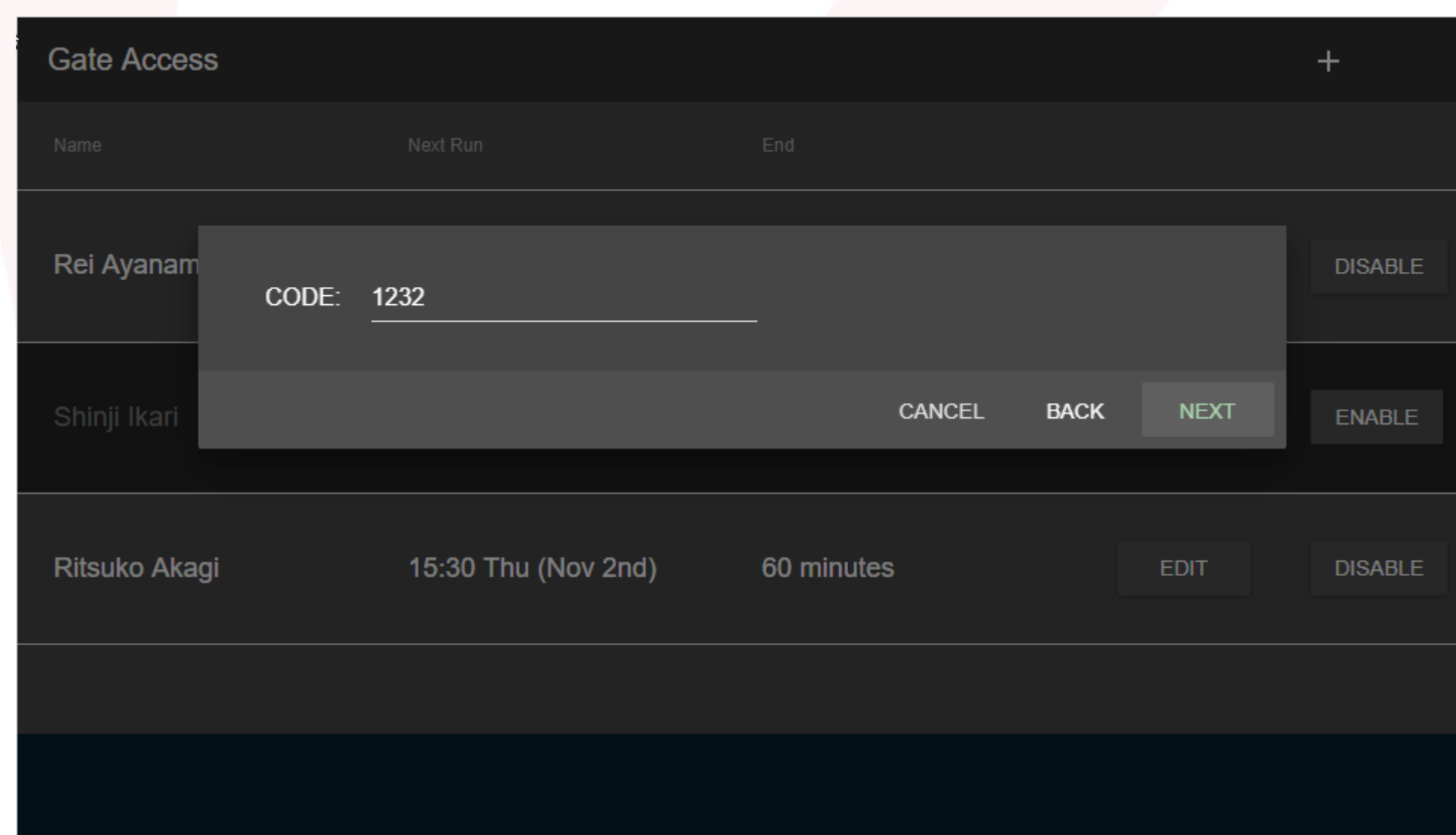
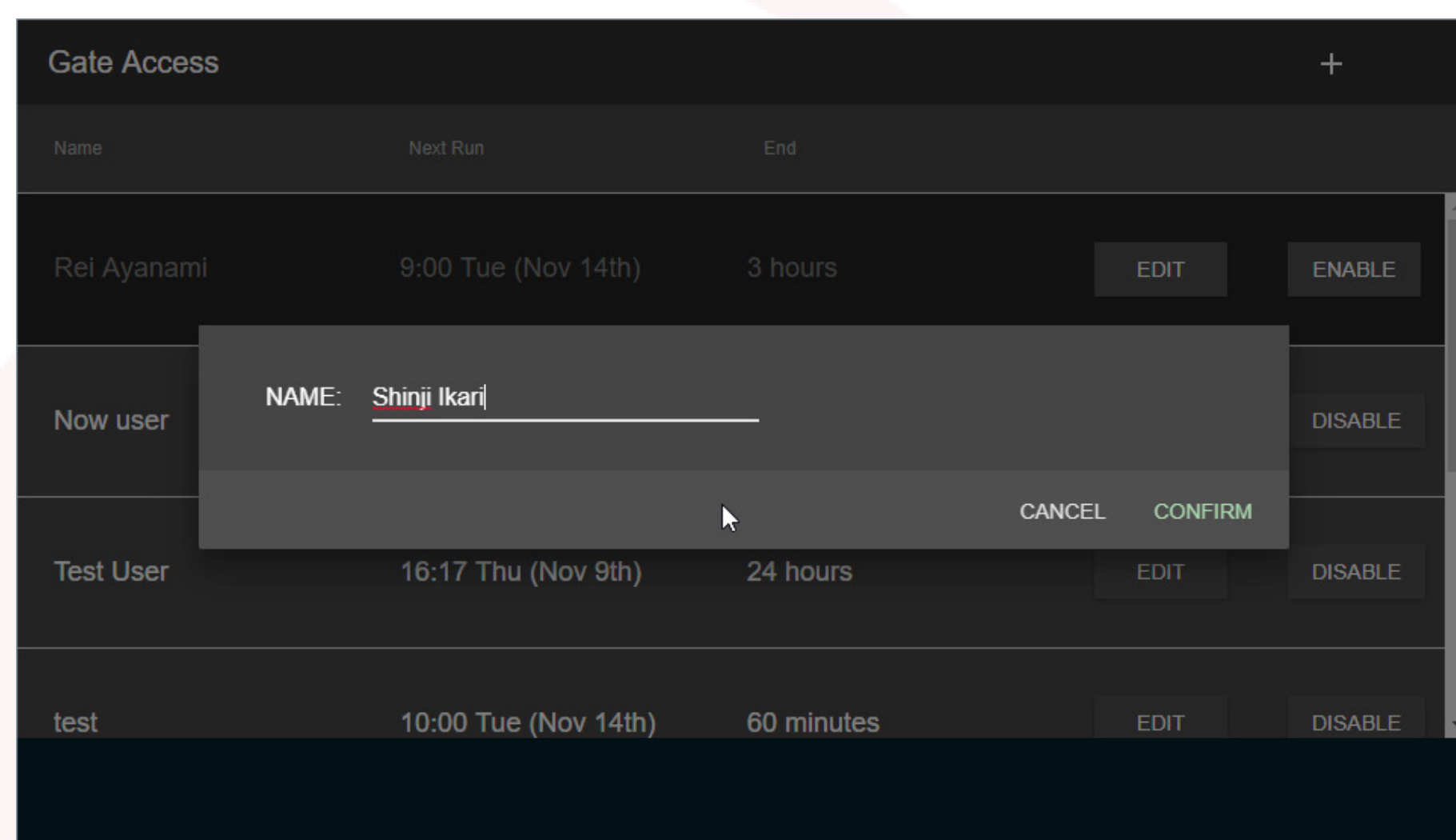
# Touchscreen Control

## Add A New User

To add a new user first press the + button in the upper right of the screen. At any stage while entering the user's details you can hit cancel to discard the information. On most screens you will also have a back button to step back and change a previous section.

Enter a name for the new code. This could be a person's name or perhaps something like Cleaner. Spaces and punctuation is allowed in these names.

Once you have entered a name press the next button to continue.

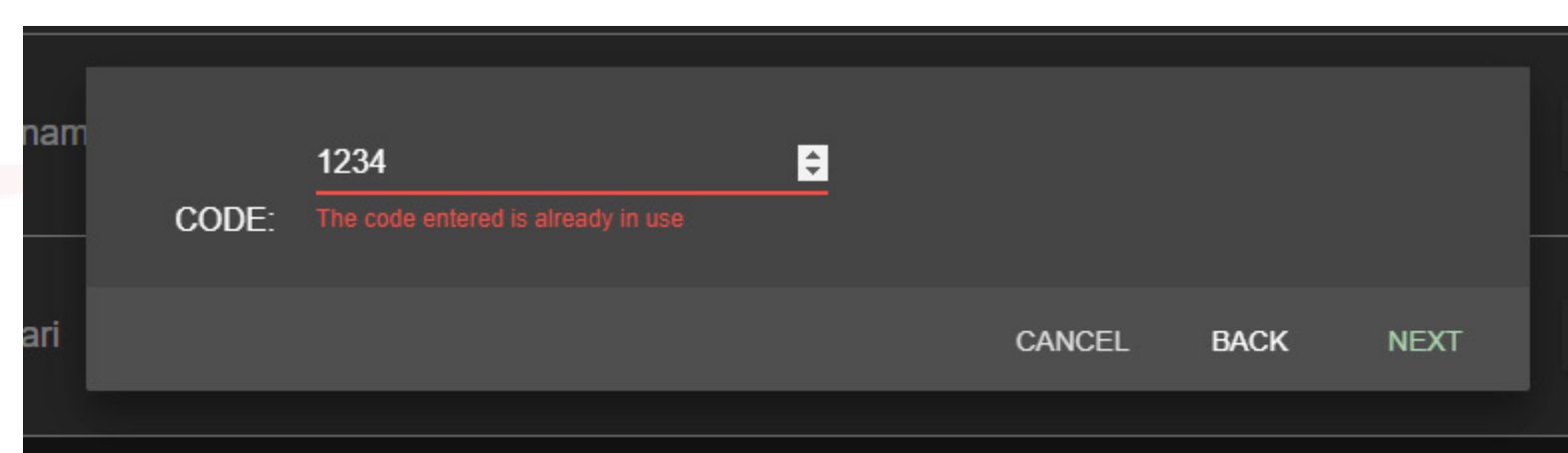


Enter a numeric code to use at the gate.

The code needs to be unique for this system.

The code will be accepted at the common gate and can also be programmed for an internal DS2.

If you choose a code that is already in use an error message will be shown (see below).

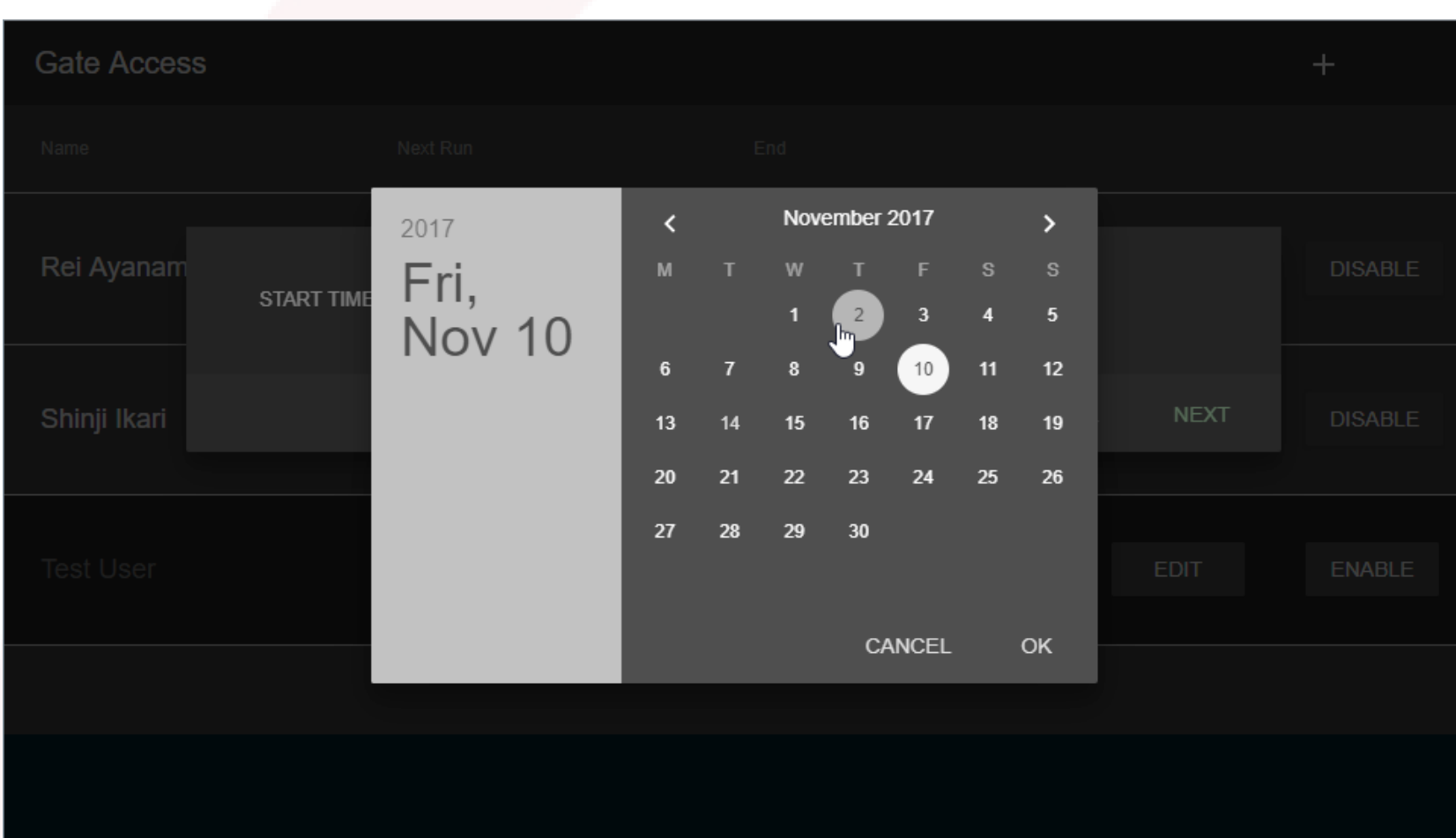
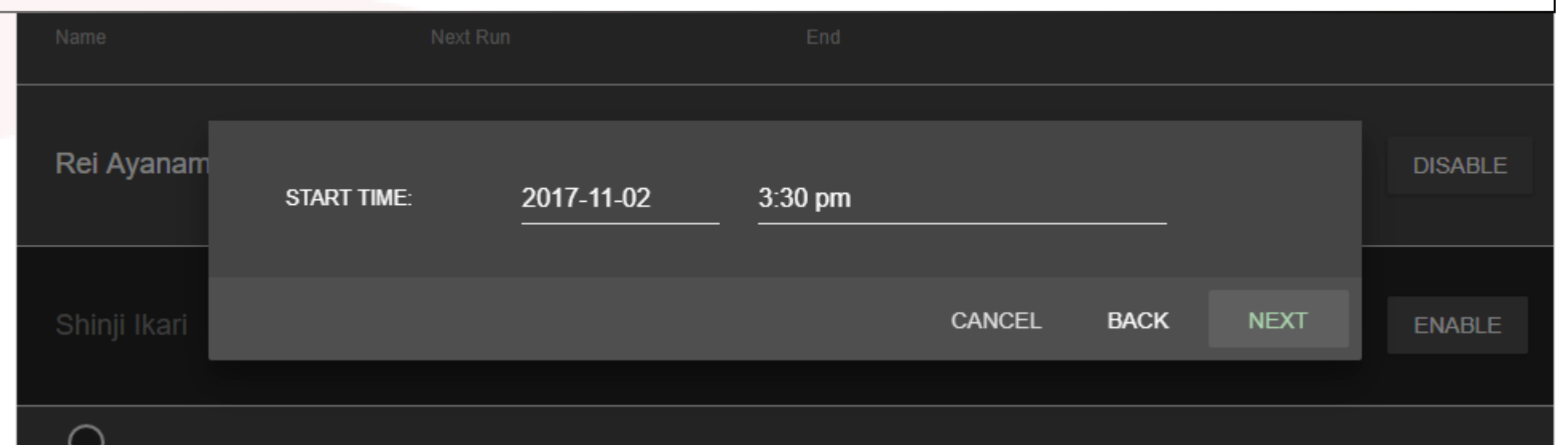




# Touchscreen Control

The next step is to set the start time. To do this you need to set a date and a time. Simply click on the date or the time to set each one. If the code is going to repeat make sure to take note of the day you set

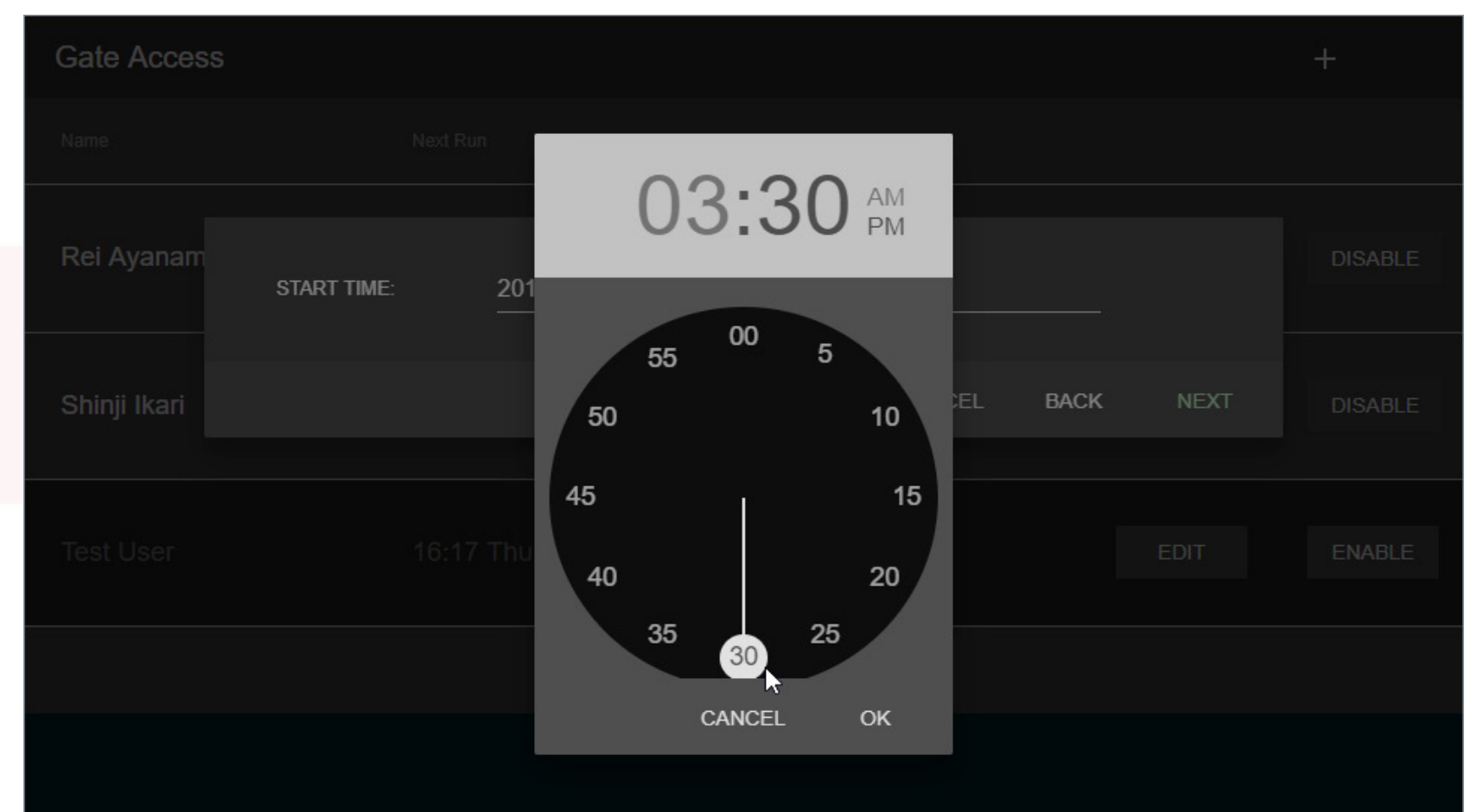
Once you have set the time and date for this code, press next.



The date is set on a calendar. The day can be set directly by click on a date. If you want to change the month use the forward and back arrows at the top.

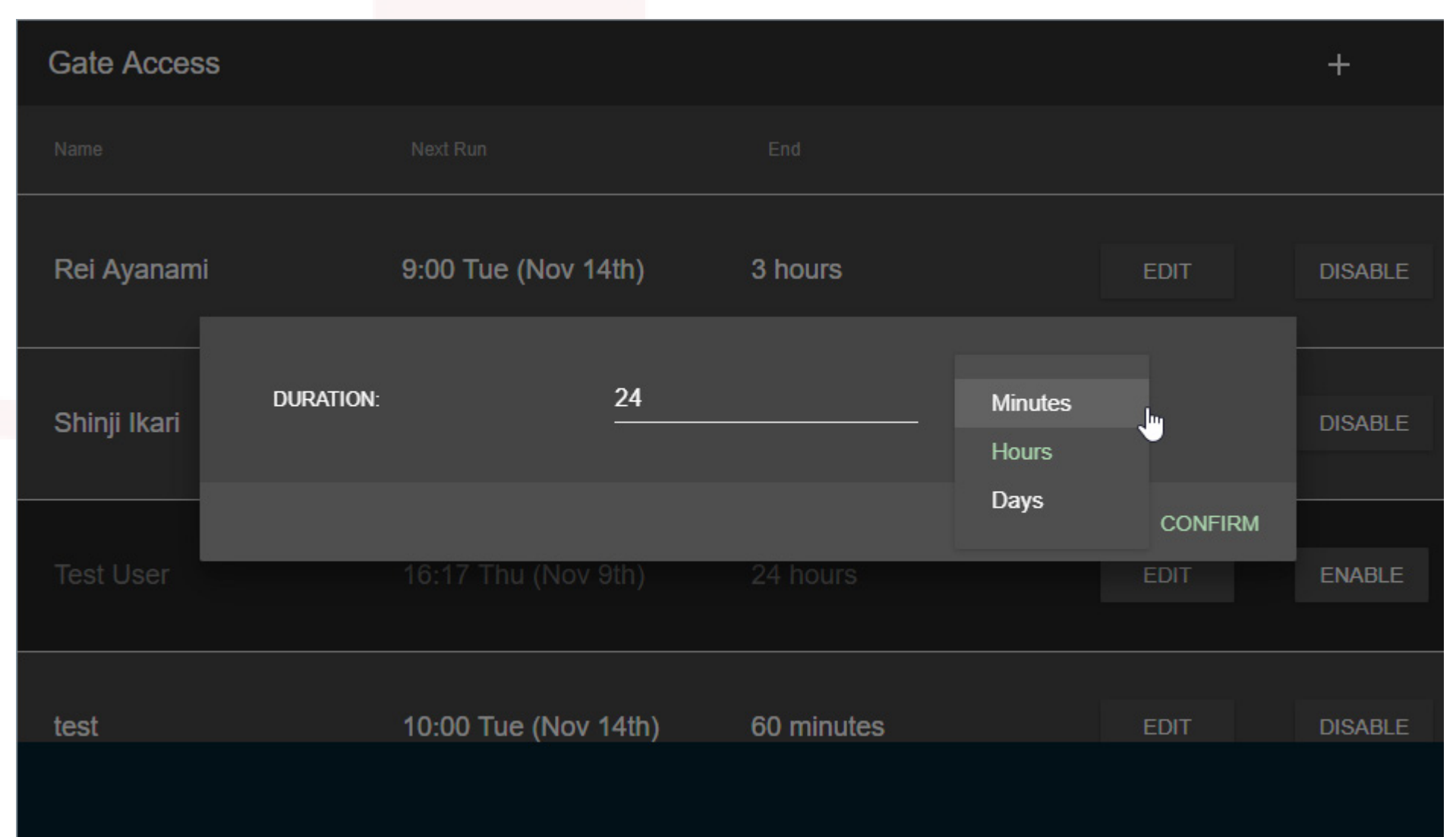
If you need to change the year, click the year on the top right.

The time can be set using the time picker shown to the right. It will show the hours first and then the minutes. Click directly on the number that matches the value you wish to use. If you need to change AM/PM setting, click on that directly.



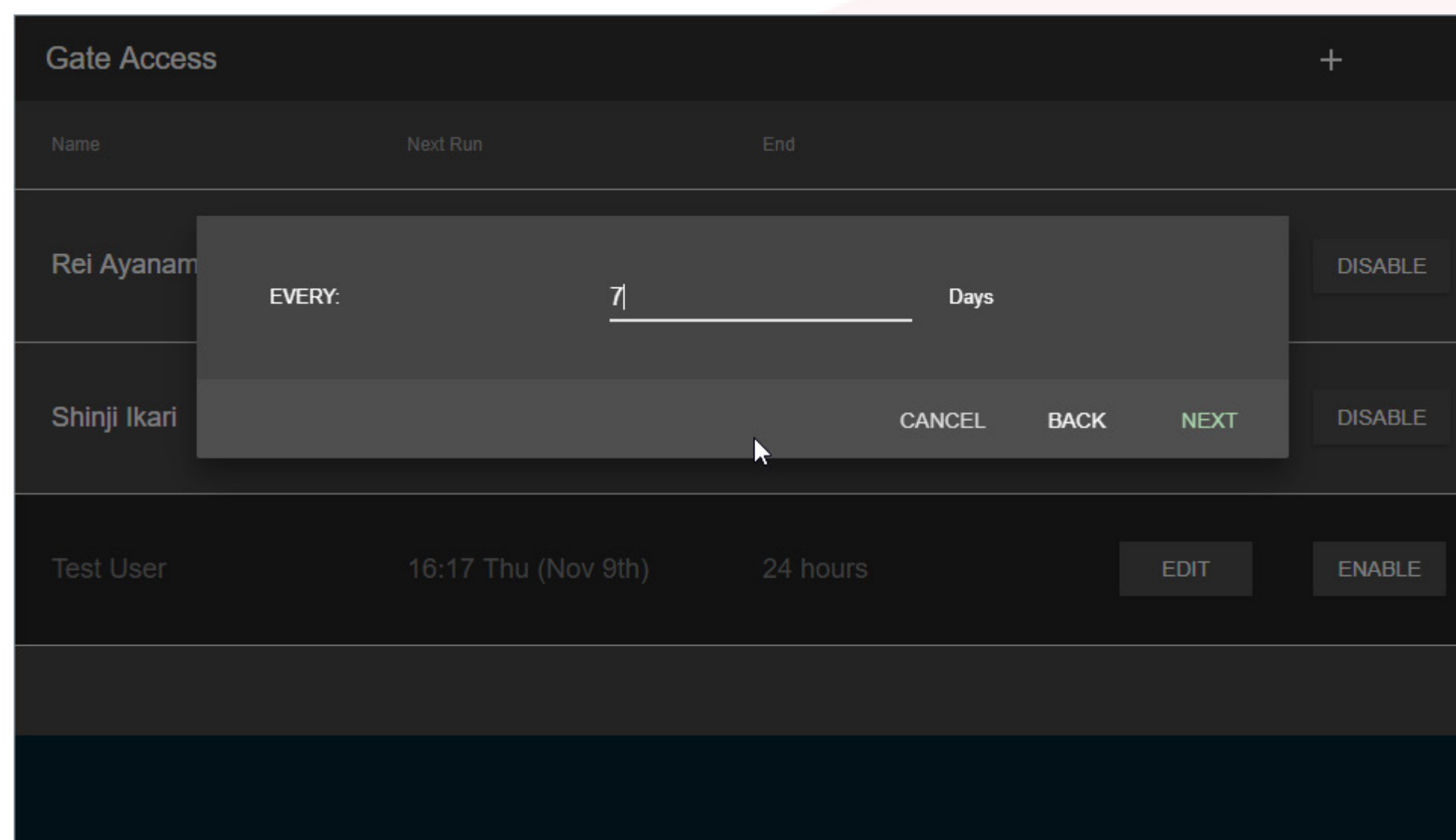
Once the start time has been set the next step is to set the duration the access will be available.

The time can be set in minutes, hours or days using the drop down to the right. A fractional value is also valid (1.5 hours for example).



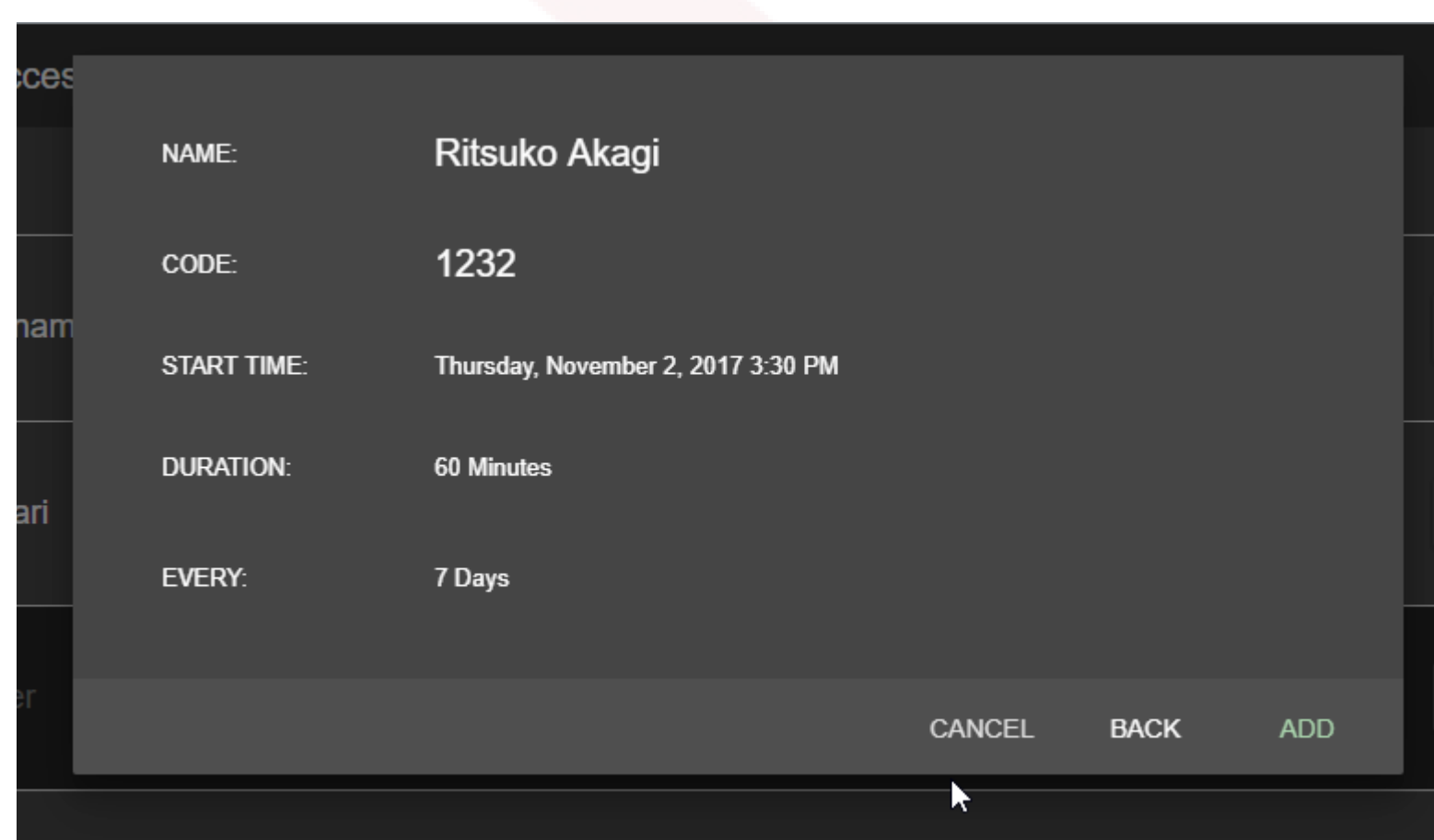
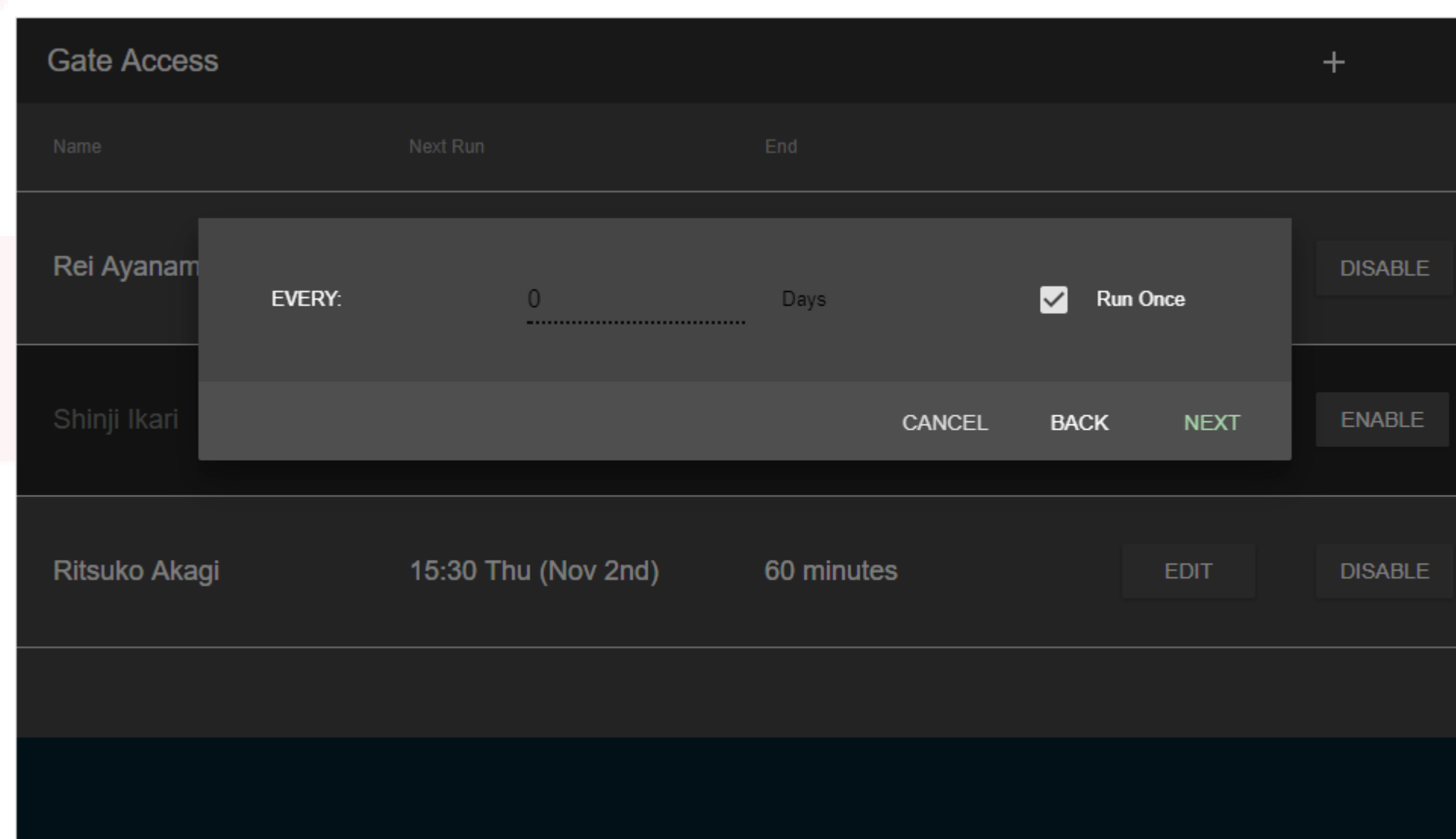
# Touchscreen Control

The last step is to set how often the code should repeat. This is set in days, so setting it to 1 would mean the code would be active every day from the start time till the duration ends. Setting it to 7 would mean the code would be active once a week.



The repeat time is relative to the date you set in the previous steps so make sure you take note of the day of the week that you are setting in that step.

An alternative to setting the repeat rate is to have it run only once. Clicking the Run Once checkbox will place the code in to run from the start time for the duration set and then be automatically removed.



Once all the data has been entered you will be shown a summary page with all your settings.

If the values are correct then hit the ADD button to add them to the communication server.

# Touchscreen Control

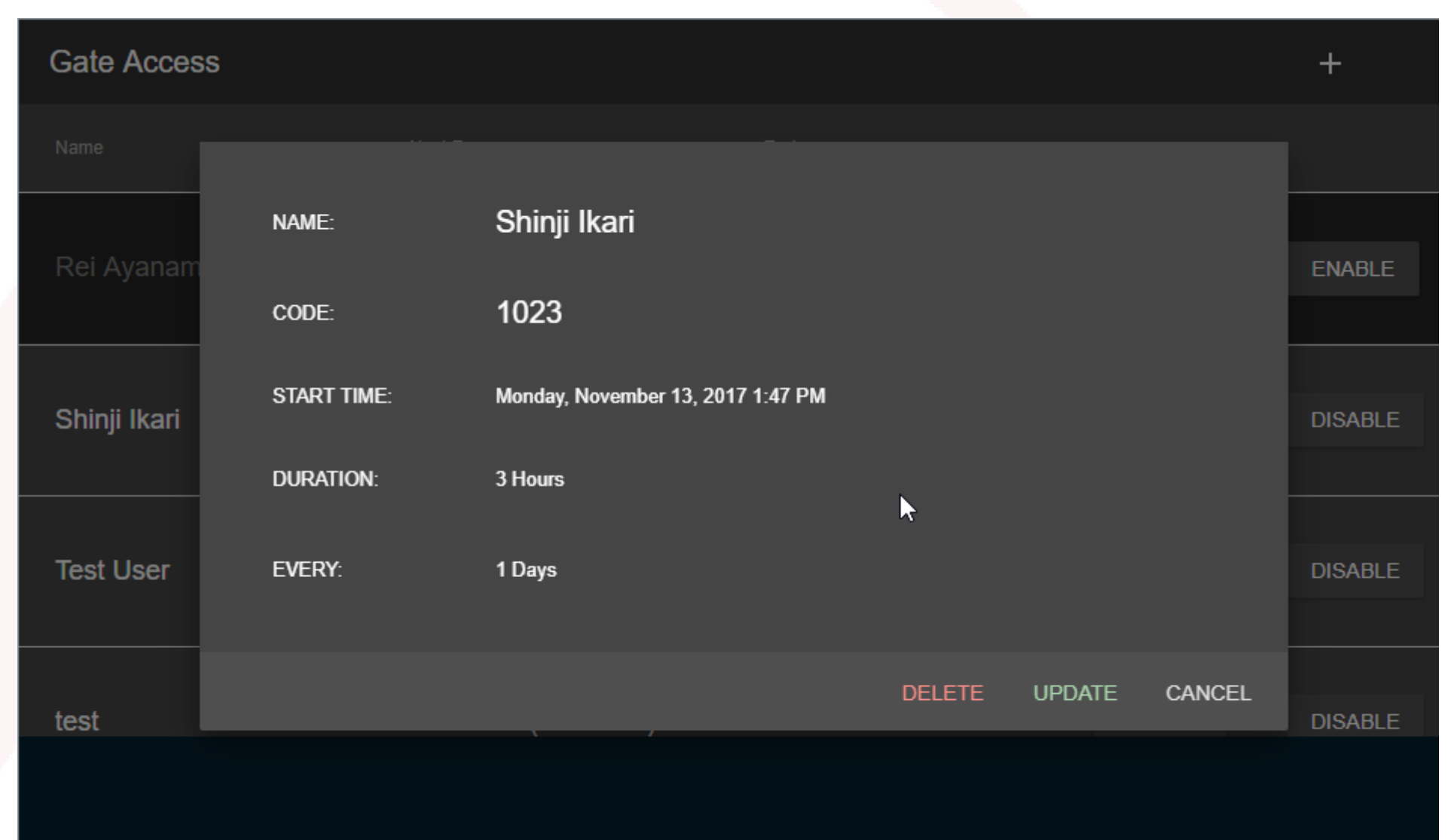
## Edit an Existing User

If the EDIT button is pressed you will be presented with the summary screen shown at the end of adding a new user. It will show all of the data for that user and allow you to edit any of the value and update that user.

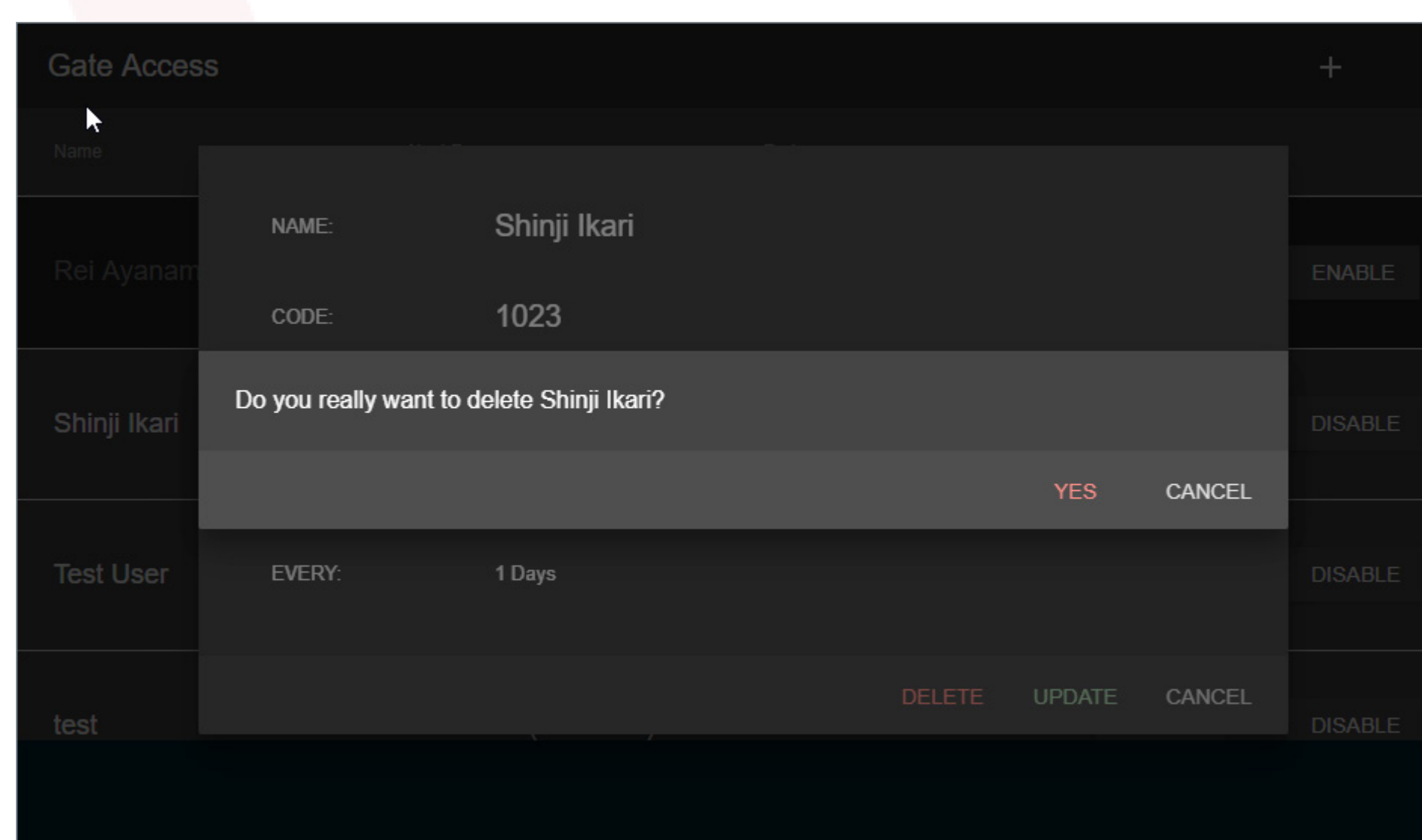
To update a field simply click on the value and make your changes.

The changes use the same screens detailed above in the add user section.

Once you are happy with your changes hit the update button to update the information on the communication server.



## Delete a User



You can also delete a user code from the edit screen. If you press the DELETE button you will be prompted with a new dialog to make sure you really want to delete the code.

Press YES to delete the code.