

Dooya Installation and Usage Guide

A large, bold, green logo consisting of the word "DOOYA" in a sans-serif font, centered within a light gray rectangular background.

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DOOYA®

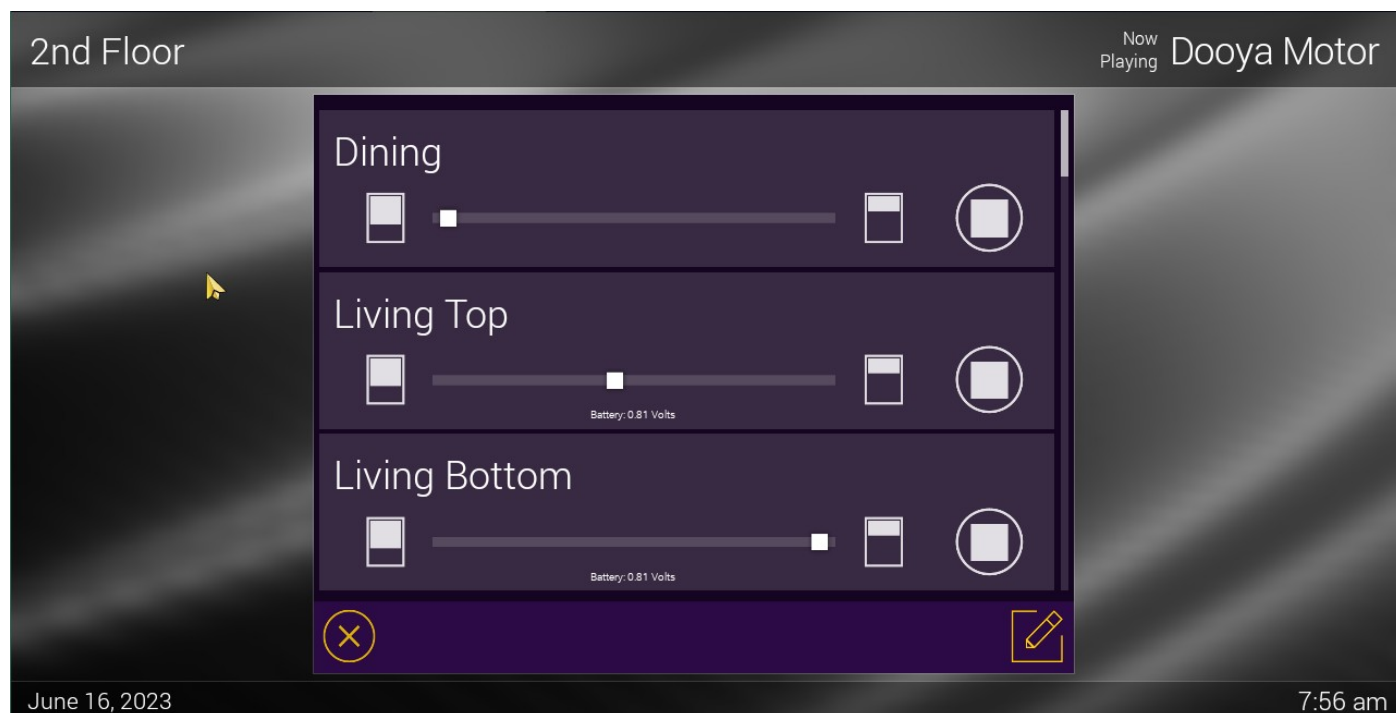
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Overview

Operating in the Home & Building and Access Activities, Dooya is the leading Chinese brand in tubular motors, particularly at the entry-level. Dooya specializes in the design of control systems for rolling shutters, rolling doors, curtains and interior blinds.

Dooya is part of the Somfy Group's portfolio of complimentary brands. Together, they cover most automation needs for openings and closures of homes and buildings around the world. They also allow the Group to service its distribution channels—manufacturers, installers, DIY superstores, e-commerce, architects—with suitable solutions.



Features

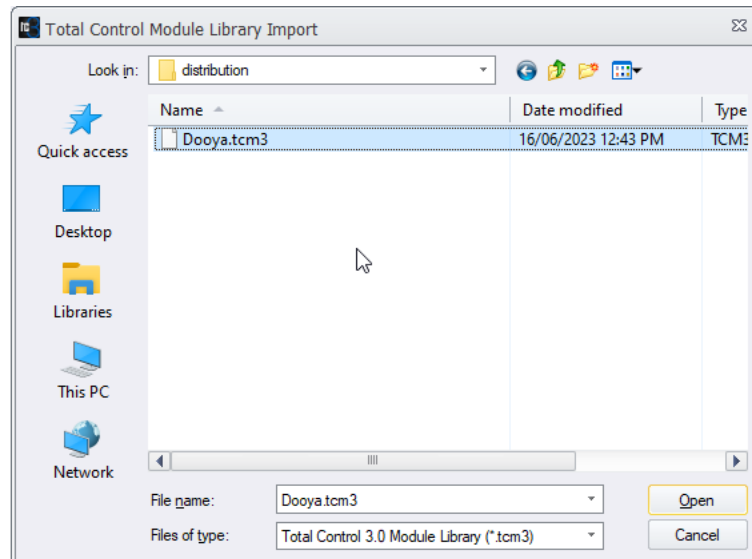
- Support for One Way Blind Motors
- Support for Two Way Blind Motors
- Support for Two Way Tilt Blind Motors
- Support for Top Down Bottom Up Blind Motors
- Full UI with position control, and stop button
- Discovery of all blind motors
- Create custom screens, add blind motors to pages

Installation

To install the module, you will need to do the following

Import TCM

From the file menu, Import TCM Files



Add the module to your project

In Step 4. Add Other Drivers. You will need to install both the Core module (once) into a shared room and then an interface module into all of the rooms you wish to use.

Install Core Module

Step 1 - select a room for the module

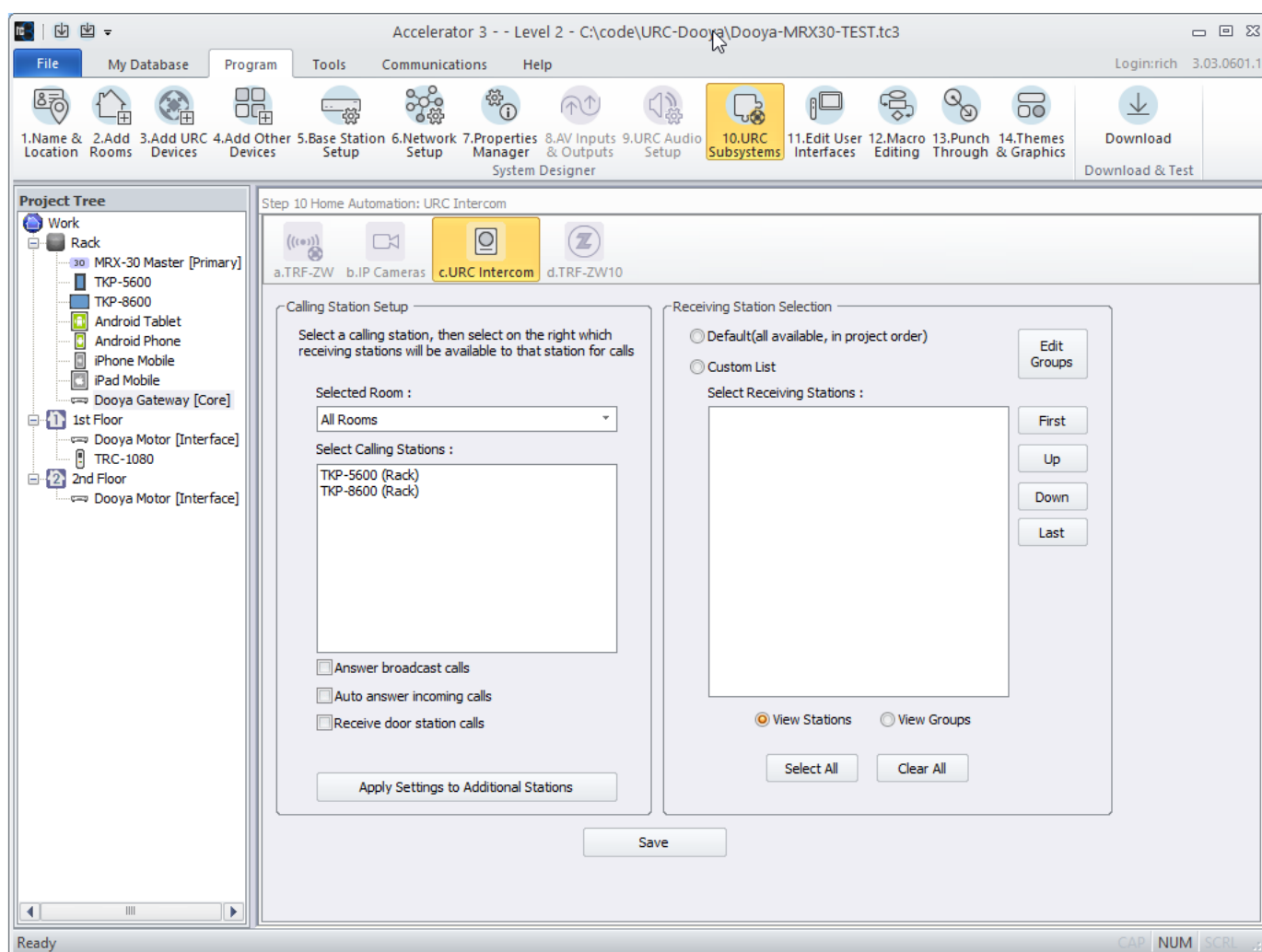
Step 2 - select My

Step 3 - select IP Database

Step 4 - select Window Shades

Step 5 - select DOOYA

Step 6 - GATEWAY (double click)



Install Interface Module

Step 1 - select a room for the module

Step 2 - select My

Step 3 - select IP Database

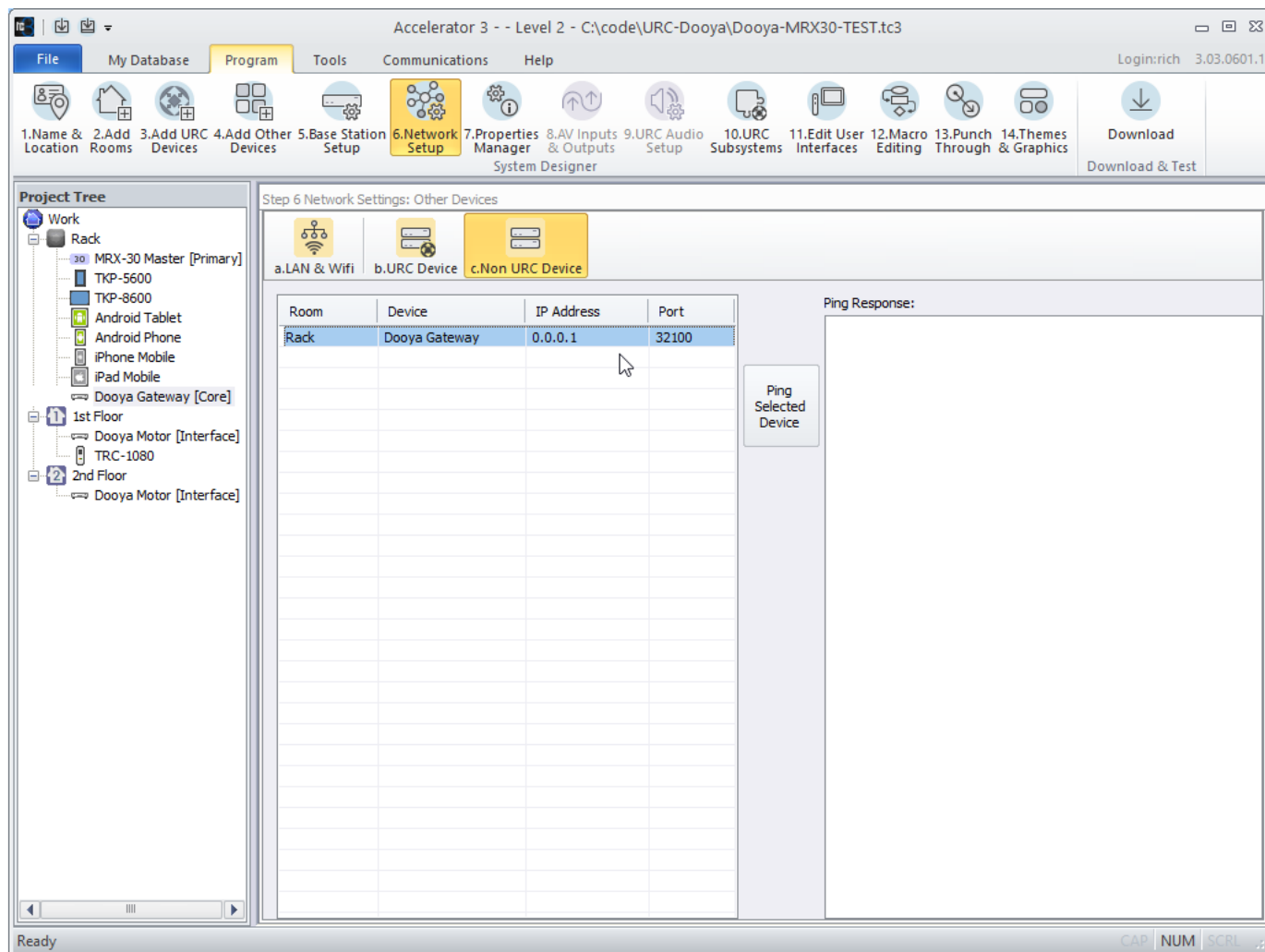
Step 4 - select Window Shades

Step 5 - select DOOYA

Step 6 - SHADE (double click)

Network Settings

Finally go to Step 6. Network Settings and Choose Non URC Devices. In the IP Address field enter the IP address for the Dooya. Optionally you can enter a value for the port (if you've require something different from the default) or just leave it on the default - 32100.



System Parameters

The module only requires one parameter but there are some optional ones that have been detailed below. These parameters need to be entered on the Core module.

All system parameters are entered in the following format

KEY=VALUE

The following table details the system parameters that work with this module.

Parameter	Description
KEY	The Dooya key you obtained from the app
DEBUG	Puts the module into its debug mode

KEY

The Key parameter is required to be able to communicate with your blinds gateway. The code is available in the Dooya Connector app. To find the key you will need to do the following

- Enter the setup menu by pressing the hamburger icon at the top left.
- Select your profile by clicking on your name at the top of the menu
- Select about
- tap on this page 5 times in quick succession
- A Reminder window will be displayed with the key.

The key is in the format 12345678-1234-12 and is in hexadecimal format. The key can be entered with any type of casing.

DEBUG

If the DEBUG parameter is present and set to ON (DEBUG=ON) then detailed log files will be written to the base station. The log files can be retrieved remotely, but this option can affect performance so do not turn this on unless you've been asked to do so by support.

Usage

The module is a Core - Interface. The core module is called GATEWAY and the Interface module is called SHADE. The module will auto discover your gateways and attached blinds, so once you have configured your system in the Dooya app everything will be pulled into to your URC project automatically.

Core Module - GATEWAY

The core module is used to configure the module and attach any Two Way Commands. This is the only place you can enter system parameters.

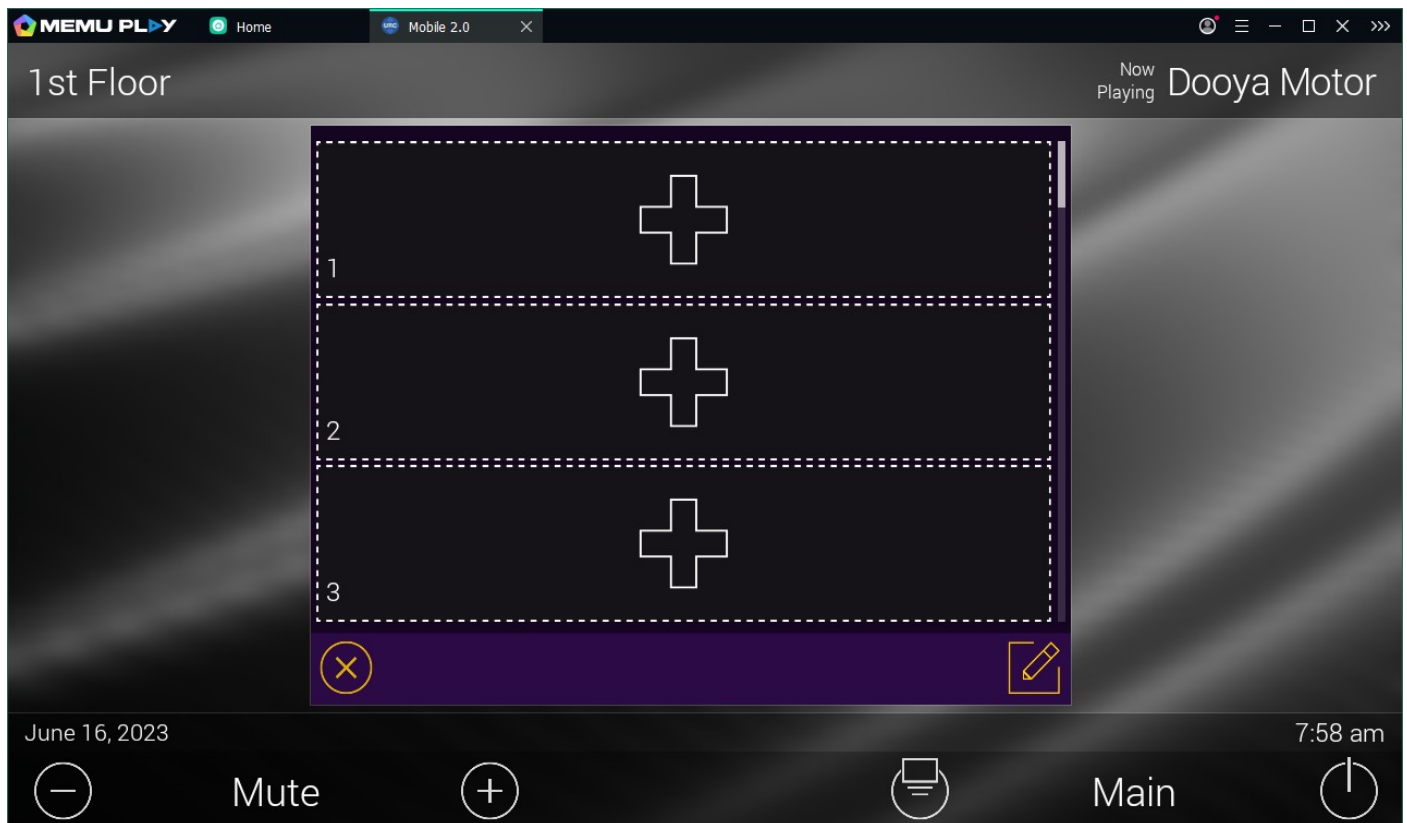
Interface Modules - SHADE

The Interface modules are designed to be added to every room you have shades in. All of the configuration of the installed blinds happens in these modules.



Initial Load

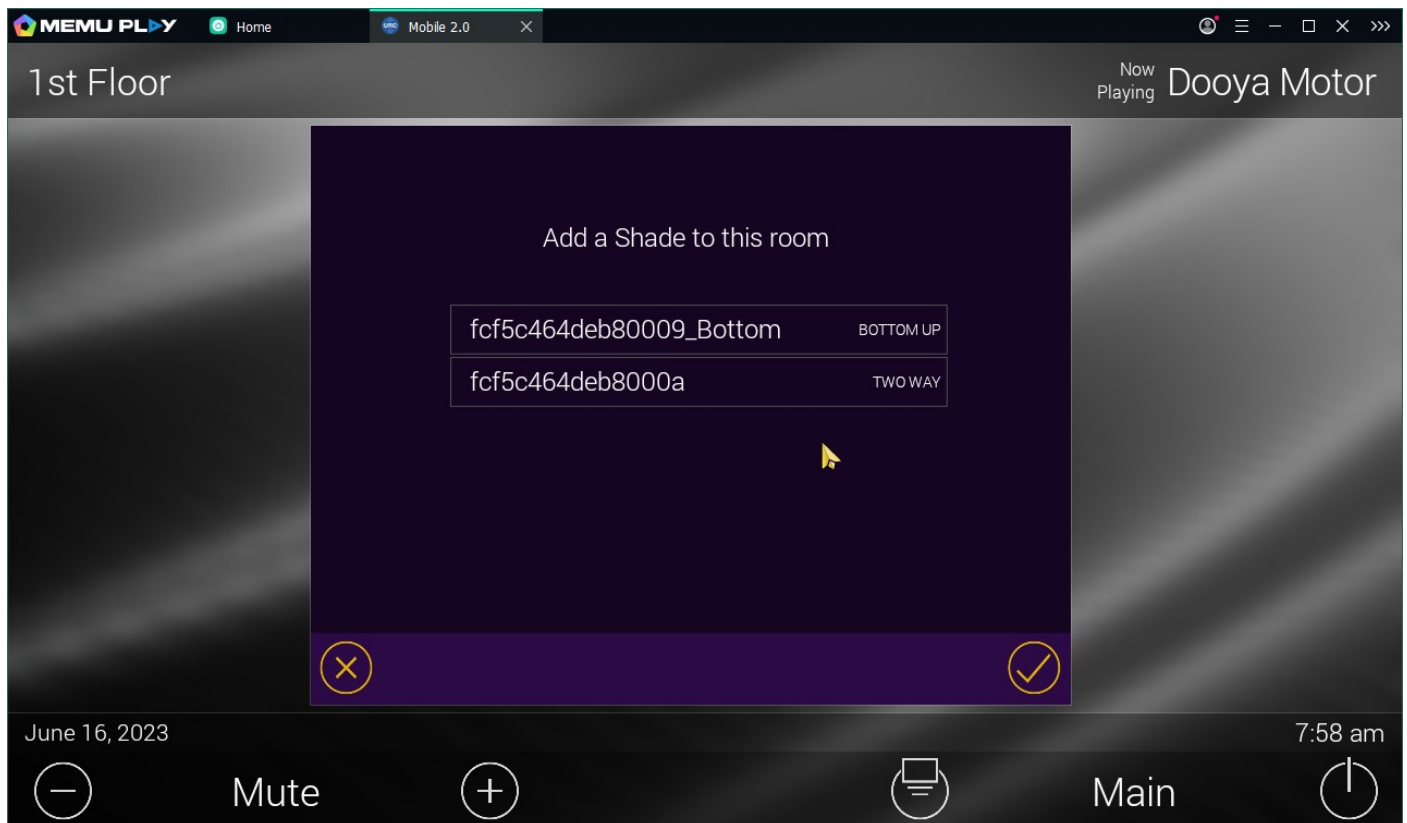
when you first load the module there will be no blinds saved and you will be presented with a page to add a blind. There are three location per page and as many pages as you need. To move between pages just swipe up or down on the page.



To add a new blind press the + button in the location you wish to use - you don't have to add everything in order, you can leave spaces if that better suits your project.

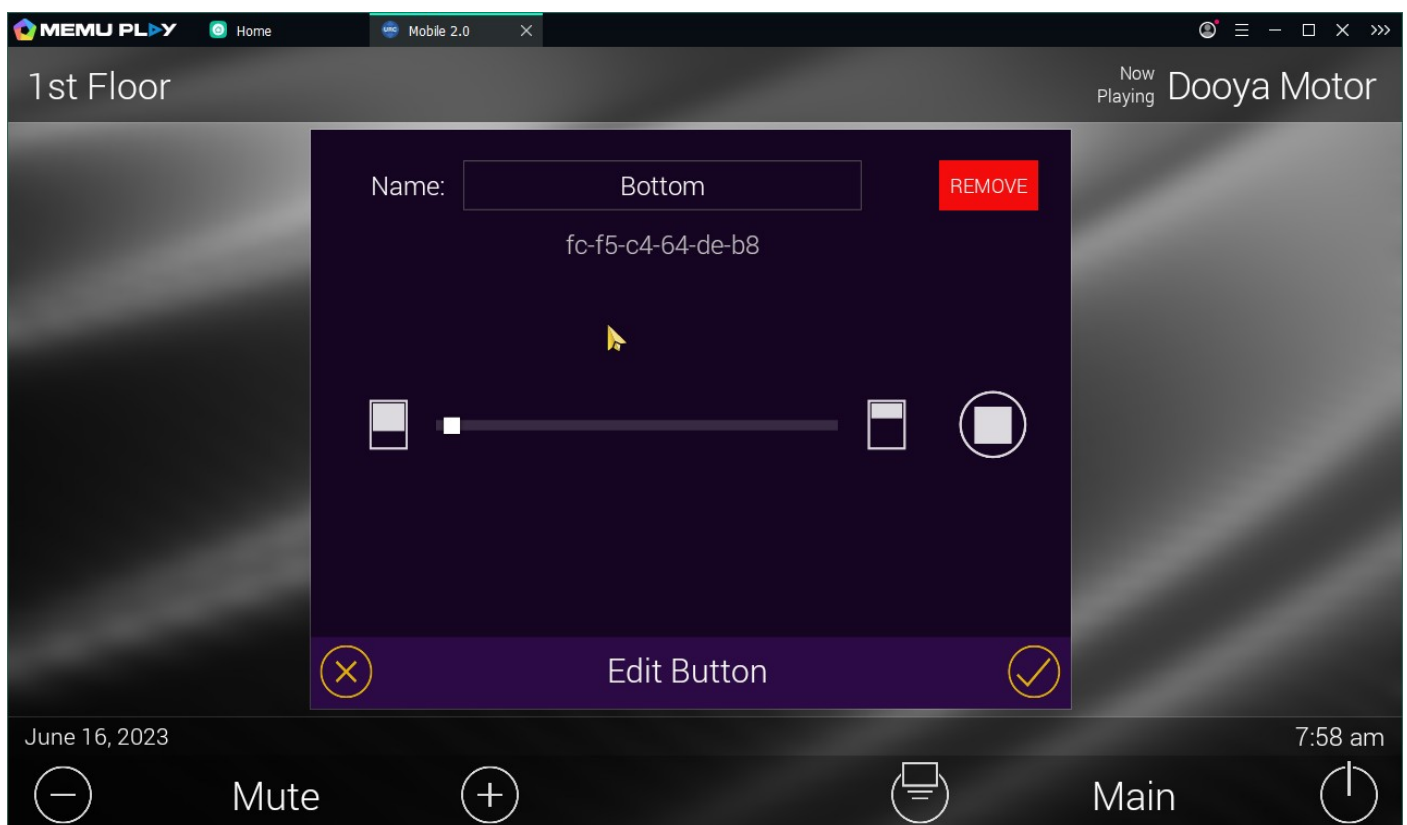
Add a blind

When you click the add button you will be presented with a list of discovered blinds. The blind names should match the names given in the Dooya app. Select the blind you wish to add.



Update Blind Entry

Once you have selected the blind you will be presented with a menu allowing you to update and test the blind before finally saving it to the user interface.

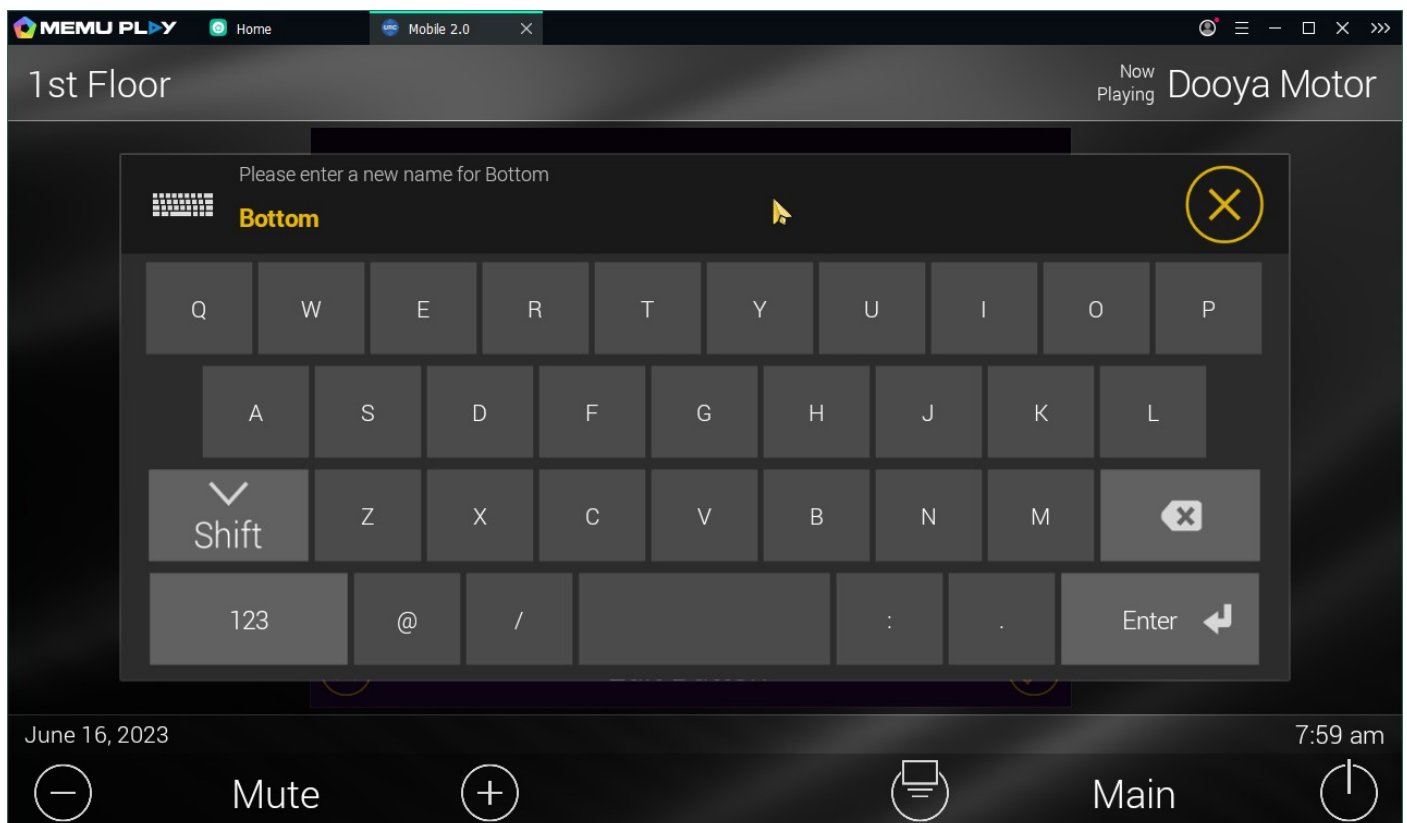


On this screen you have several options.

- You can edit the name
- You can test the blind directly by using the controls presented
- You can back out and not save
- You can save this blind details

Renaming the blind

To rename the blind you need to select the name in the edit screen. This will present a keyboard and let you enter a new name.



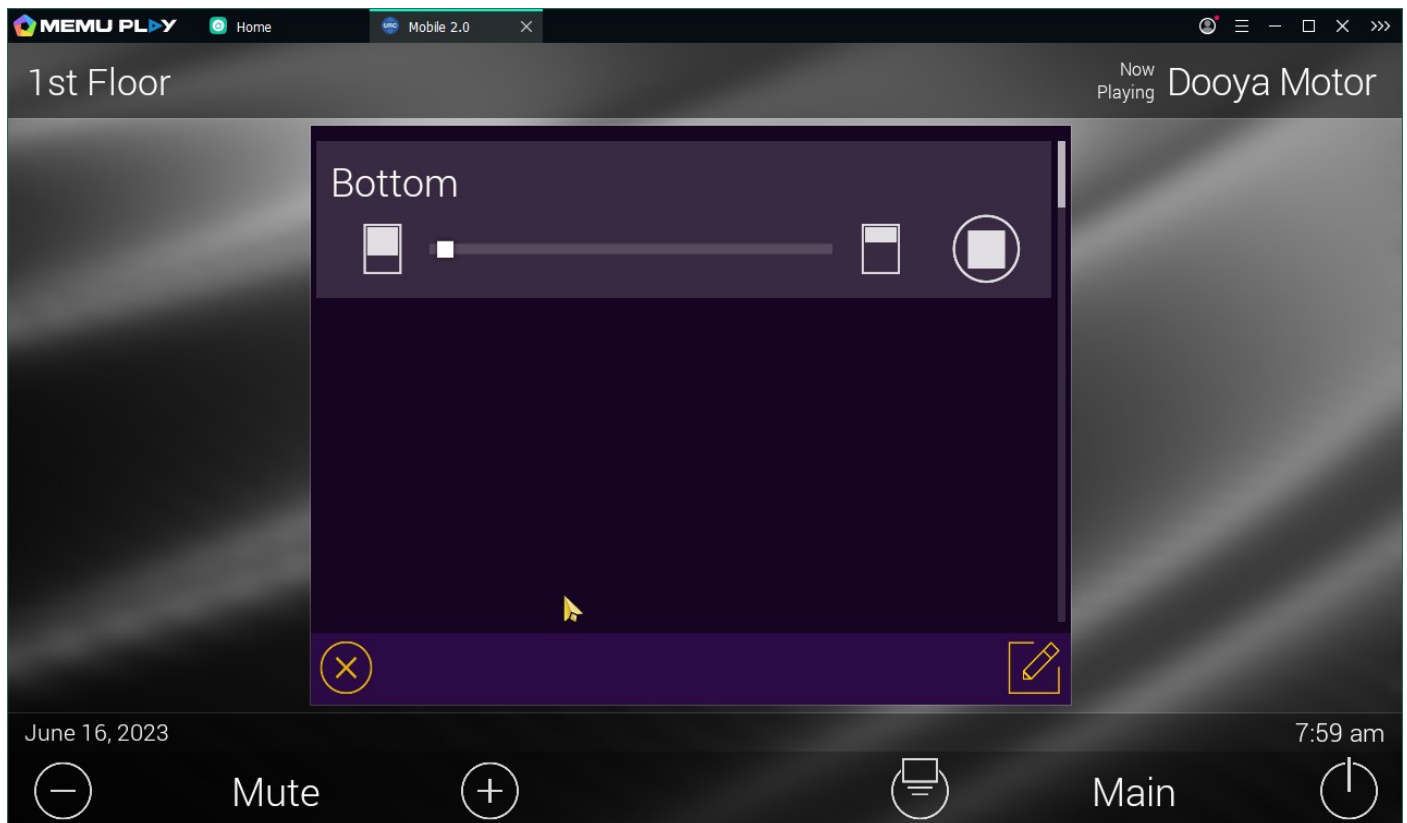
Press enter to save and return to the edit page.

Testing the blind

You can make sure you have selected the correct blind by using the open, close and position controls presented.

Save or cancel

You can save by pressing the tick icon on the bottom right of this screen, or cancel and not save by clicking the cross on the bottom left of this page. Once you have picked one, you will be returned to the blind control page.



Control

To control the blind there are four controls, open, close, stop and position.

Close

The button to the left of the slider is the close button. Press that to send the blind all the way to its close position.

Open

The button to the right of the slider is the open button. Press that to send the blind all the way to its open position.

Stop

The button to the left of the open button is the stop button. Press that to stop the blind at its current position.

Position

The slider can be used to set a specific position. Simply move the slider to the level you require and the blind will move to that position.

Top Down, Bottom Up blinds

Most blinds will work that same with the same types of control. The exception is Top Down, Bottom Up blinds. In these cases the blind cause two items to be added to the list, one the ends with `_Top` and the other ends `_Bottom`. The controls for the blinds are reversed so they work consistently with the way the blind works.

Please note, you will need to add both Top and Bottom controls to your user interface.

Two Way Commands

The Dooya module has Two Way commands that can be used to open, close, stop or set a level

Up

The Up Two Way Command can be used to send the blind to its top position.

Down

The Down Two Way Command can be used to send the blind to its bottom position.

Stop

The Stop Two Way Command can be used to stop a blind that is currently in motion

Level

The Level Two Way Command can be used to send the blind to a specific level. The valid values are between 0 and 100.