MMX-8X8CAT-150M Control4 Driver Guide

For Composer Pro · Driver version 1.0.2

The KanexPro MMX-8X8CAT-150M driver lets a Control4 system control the MMX-8X8CAT-150M over the network. It talks to the unit's own control port (TCP 8000): no other KanexPro software and no RS-232 cable are needed. Each control is a programming command, and each reading is a variable that follows changes made on the unit's front panel, remote or web page.

Before you start — the Control4 controller must reach the MMX-8X8CAT-150M on TCP port 8000. Give the unit a fixed IP address (or a DHCP reservation).

TABLE OF CONTENTS

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

1. INSTALL THE DRIVER

1. Download **KanexPro-MMX-8X8CAT-150M-C4-1.0.2.zip** from the MMX-8X8CAT-150M page on kanexpro.com (Resources) and unzip it.
2. In Composer Pro, add the driver from the file `KanexPro-MMX-8X8CAT-150M-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 MMX-8X8CAT-150M units, add the driver twice and give each its own IP address.

2. PROPERTIES

DRIVER PROPERTIES	
IP Address	The MMX-8X8CAT-150M's address on the control network. Empty by default.
Port	8000 (TCP), the unit's control port. Change it only if the unit's own web page was set to another port.
Poll Interval	How often, in seconds, the driver reads the unit back. Default 10; 0 reads it only after a change from Control4.
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 No IP address.
Driver Version	Read only: 1.0.2.

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

3. PROGRAMMING COMMANDS

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

#	Command	Parameters	What it does
1	**Route**	Output (a list: All outputs, Output 1, Output 2, Output 3 ...); Input (a list: Input 1, Input 2, Input 3, Input 4 ...)	Sends the input you pick to the output you pick ("All outputs": every output at once).

2	**HDMI picture**	Output (a list: Output 1, Output 2, Output 3, Output 4 ...); State (a list: On, Off)	HDMI picture: on or off on the output you pick.
3	**HDBaseT picture**	Output (a list: Output 1, Output 2, Output 3, Output 4 ...); State (a list: On, Off)	HDBaseT picture: on or off on the output you pick.
4	**Power**	Button (a list: On, Standby)	Presses the button you pick: On, Standby.
5	**Presets**	Button (a list: 1, 2, 3, 4 ...)	Presses the button you pick: 1, 2, 3, 4, 5, 6, 7, 8.
6	**Save**	Button (a list: 1, 2, 3, 4 ...)	Presses the button you pick: 1, 2, 3, 4, 5, 6, 7, 8.
7	**Screen**	Output (a list: Output 1, Output 2, Output 3, Output 4 ...); State (a list: On, Off)	Screen: on or off on the output you pick.
8	**Show this output**	Output (a list: Output 1, Output 2, Output 3, Output 4 ...)	Press to show this output on the output you pick.
9	**Remote**	Input (a list: Input 1, Input 2, Input 3, Input 4 ...); Value (a list: Power on, Power off, Play, Pause ...)	Sets the remote on the input you pick. Choices: Power on; Power off; Play; Pause; Stop, and 3 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	Output 1 Source
2	`ROUTE_OUT2`	text	Output 2 Source
3	`ROUTE_OUT3`	text	Output 3 Source
4	`ROUTE_OUT4`	text	Output 4 Source
5	`ROUTE_OUT5`	text	Output 5 Source
6	`ROUTE_OUT6`	text	Output 6 Source
7	`ROUTE_OUT7`	text	Output 7 Source
8	`ROUTE_OUT8`	text	Output 8 Source
9	`SIGNAL_IN1`	on/off	Input 1 Signal
10	`SIGNAL_IN2`	on/off	Input 2 Signal
11	`SIGNAL_IN3`	on/off	Input 3 Signal
12	`SIGNAL_IN4`	on/off	Input 4 Signal
13	`SIGNAL_IN5`	on/off	Input 5 Signal
14	`SIGNAL_IN6`	on/off	Input 6 Signal

15	SIGNAL_IN7	on/off	Input 7 Signal
16	SIGNAL_IN8	on/off	Input 8 Signal
17	CONNECTED_OUT1	on/off	Output 1 Connected
18	CONNECTED_OUT2	on/off	Output 2 Connected
19	CONNECTED_OUT3	on/off	Output 3 Connected
20	CONNECTED_OUT4	on/off	Output 4 Connected
21	CONNECTED_OUT5	on/off	Output 5 Connected
22	CONNECTED_OUT6	on/off	Output 6 Connected
23	CONNECTED_OUT7	on/off	Output 7 Connected
24	CONNECTED_OUT8	on/off	Output 8 Connected
25	POWER	on/off	Readings Power
26	EDID_IN1	text	Input 1 EDID
27	EDID_IN2	text	Input 2 EDID
28	EDID_IN3	text	Input 3 EDID
29	EDID_IN4	text	Input 4 EDID
30	EDID_IN5	text	Input 5 EDID
31	EDID_IN6	text	Input 6 EDID
32	EDID_IN7	text	Input 7 EDID
33	EDID_IN8	text	Input 8 EDID
34	FRONT_LOCK	on/off	Readings Front panel locked

5. TROUBLESHOOTING

Connection says Not connected.
Check the IP Address property against the unit's address (its front panel or its own web page). A unit on DHCP may have moved: give it a fixed address or a DHCP reservation. The driver tries again every 5 seconds by itself; the Reconnect action tries at once.

The address is right, but it still does not connect.
The Control4 controller and the unit must reach each other: the same network or VLAN, or a route between them. A firewall or switch ACL between them must allow TCP port 8000 to the unit. Leave the Port property at 8000 unless the unit's own web page was set to another port.

Connection says Refused, and names a command.
The unit refused that change. It may be in standby: turn it on first.

Changes made on the unit do not show in Control4.
Set Poll Interval above 0. Changes made on the unit's front panel, remote or web page then show in its 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.