

# KinCony Contact Driver User Guide

---

## 1. Introduction

The KinCony Contact Driver is a Control4 DriverWorks driver developed for integrating KinCony digital input (DI) modules and dry-contact sensors into the Control4 smart home ecosystem. Built on the standard KCSv3 ASCII string protocol, this driver enables real-time status monitoring, UI display and event triggering for various sensor types through KinCony gateway devices.

This driver is compatible with all KinCony gateway products that support the KCSv3 protocol.

---

## 2. Features

- Support for **9 dedicated sensor types** with matched UI icons and status descriptions
  - **Real-time status update** via both active query and gateway-initiated push
  - **Configurable signal inversion** to adapt to normally-open (NO) and normally-closed (NC) sensor wiring
  - **Built-in debug logging function** for protocol communication troubleshooting
  - **Single-channel per driver instance** design for flexible multi-sensor deployment
  - **Standard Control4 events and conditionals** for programming integration
- 

## 3. Prerequisites

- Control4 home controller running **OS 2.8.0 or higher**
  - KinCony gateway device with **KCSv3 protocol support** (e.g., KC868-A64, KC868-A32)
  - **Stable TCP/IP network connectivity** between the Control4 system and KinCony gateway
  - Sensors properly wired to the digital input terminals of the KinCony module
- 

## 4. Installation & Device Setup

### 4.1 Import Driver

1. Open your project in Control4 Composer.
2. Navigate to **File > Import Driver** and select the **KinCony Contact Driver.c4z** file.
3. The driver will be added to your project device library.

### 4.2 Add Device to Project

1. Go to the **System Design** tab.
  2. Locate **KinCony Contact Driver** under the manufacturer list and drag it into your project room.
  3. Open the **Connections** tab, under the **Control/AV** category, bind the KinCony Contact Driver connection to your existing KinCony Gateway device.
- 

## 5. Properties Configuration

All driver settings are managed in the **Properties** tab within Composer. These parameters define the channel mapping, sensor behavior and debug options.

## 5.1 Property Details

Property Name	Type	Description	Default Value
<b>Channel</b>	Ranged Integer	The digital input channel number (1-255) on the KinCony gateway that this driver monitors. Each driver instance corresponds to one single channel.	1
<b>Sensor Type</b>	Drop-down List	Defines the type of sensor connected to the channel. This setting controls the displayed icon and status text in the Control4 user interface.	Motion Sensor
<b>Invert Sensor</b>	Drop-down List	Reverses the status logic when set to Yes. Use this to match your sensor's NO/NC wiring polarity.	No
<b>Debug Mode</b>	Drop-down List	Enables detailed protocol communication log output. Automatically deactivates after 15 minutes.	Off
<b>Version</b>	Read-only String	Displays the current firmware version of the driver.	1.0

## 5.2 Available Sensor Types

The following sensor types are supported, each with dedicated status icons:

- Motion Sensor
- Door Magnetic Sensor
- Window Magnetic Sensor
- Water Immersion Sensor
- Smoke Sensor
- Gas Sensor
- Formaldehyde Sensor
- Noise Sensor
- General Purpose Sensor

## 6. How to Display Sensor Icons in the Control4 APP

After completing the driver installation and property configuration, you need to configure navigator settings in Composer to display the sensor icon in the corresponding section of the Control4 APP. Follow the steps below:

- Go to the System Design tab in Control4 Composer.
- Locate the room where this driver resides in the project device tree.
- Expand the Navigator branch under the target room.
- Double-click the Security option to open the navigator item configuration window.

- Select the corresponding sensor driver from the device list on the right, click Show, and then click OK to confirm the configuration.
  - Refresh Navigators to apply the settings. The sensor icon will then appear on the Security page of the Control4 APP.
- 

## 7. Actions

The driver includes one action available in the **Actions** tab:

### READ ALL CHANNELS STATE

This action sends a command to the KinCony gateway to query the status of all digital input channels. The driver will parse the response and update the status of its configured channel.

#### Common use cases:

- Initial status synchronization after driver startup
  - Manual status refresh during testing
- 

## 8. Events & Conditionals

### 8.1 Events

These events can be used as triggers in Control4 Programming:

- **Sensor State - Triggered**  
Fires when the sensor transitions from normal to triggered state.
- **Sensor State - Not triggered**  
Fires when the sensor transitions from triggered to normal state.

### 8.2 Conditionals

These conditional statements can be used in programming logic:

- **The sensor is triggered**  
Evaluates as **true** when the sensor is in triggered state.
  - **The sensor is not triggered**  
Evaluates as **true** when the sensor is in normal state.
- 

## 9. Troubleshooting

### 9.1 Sensor Status Does Not Update

- Verify that the **Channel** property matches the actual physical input terminal number on your KinCony module.
- Confirm the gateway network binding is correctly configured in the **Connections** tab.
- Set **Debug Mode** to **Print** and check the Lua console for incoming data and parsing logs.

- Ensure the KinCony gateway is powered on and reachable on the same network.

## 9.2 Status Display Is Reversed

- Toggle the **Invert Sensor** property between **Yes** and **No** to align with your sensor's wiring type (NO or NC).

## 9.3 Icons Do Not Display Correctly

- Verify the **Sensor Type** property is set to the correct sensor category.

## 9.4 No Debug Output

- Ensure **Debug Mode** is set to **Print**.
- Reopen the Lua console window to refresh the log output.
- Note that debug mode automatically turns off after **15 minutes** to reduce resource usage.

---

**Document Version:** 1.0 | **Last Updated:** June 2026

© 2026 KinCony Corporation. All rights reserved.