Wattstopper®

Draper/Wattstopper DLM
Integration Guide

V1 06/26

OVERVIEW

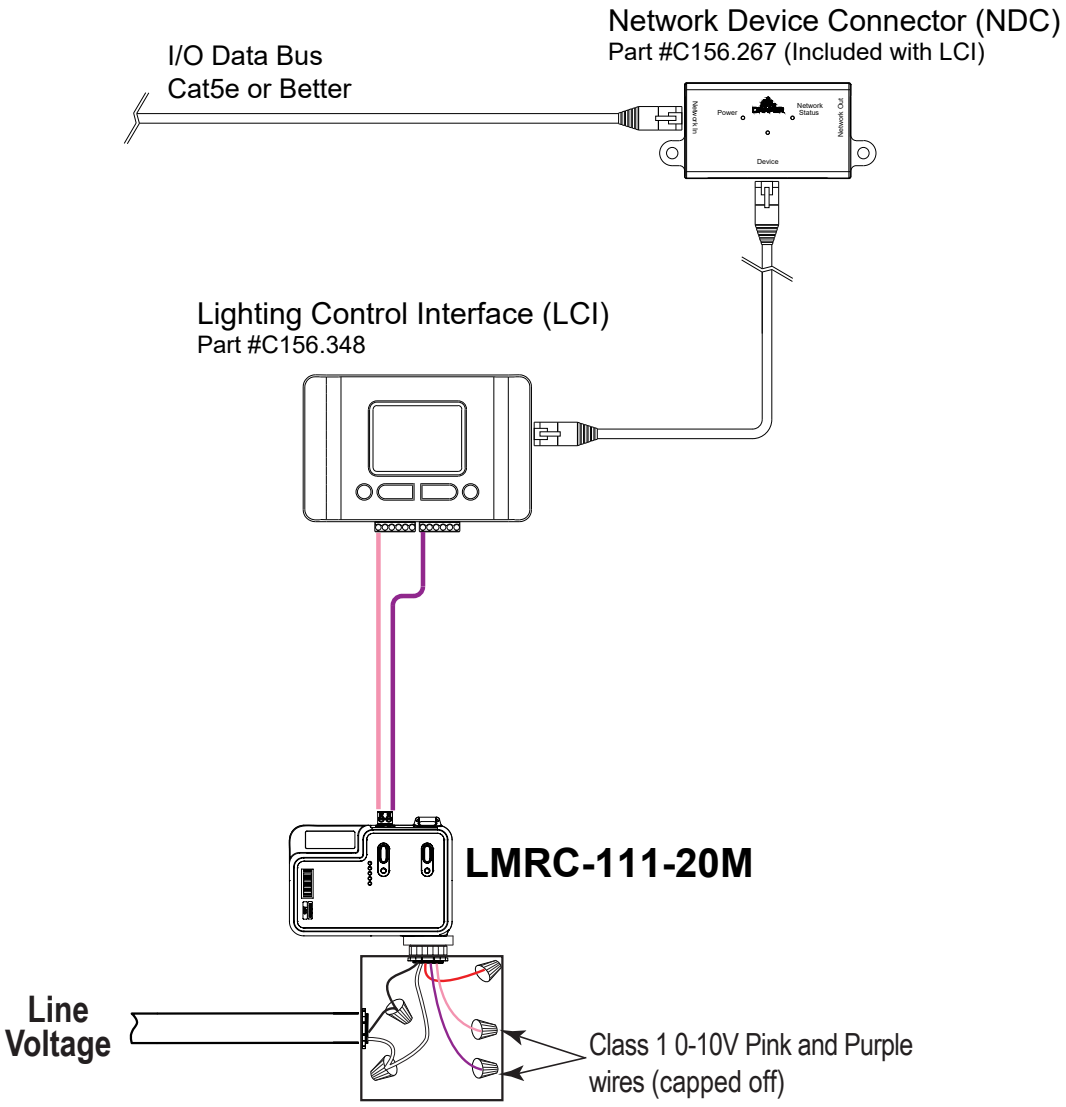
Wattstopper DLM Lighting Control systems can easily and reliably control Draper Intelliflex I/O AC and DC motors through a simple 0-10V connection. The recommended method to integrate Wattstopper DLM with Draper shades is to connect the 0-10V output of a 0-10V Room Controller to the 0-10V port on the a Draper Lighting Control Interface (LCI).

- This integration is 1-way communication.
- The DLM LM-GS-150-PB-x Touchscreen is recommended for this application
- Any DLM switch can be used to support Dimming or Scene Commands

WIRING DIAGRAM

Draper Intelliflex I/O LCI 0-10V Wiring with Wattstopper DLM

The wiring below applies to both Line Voltage and Low Voltage Intelliflex I/O motor offerings. A different 0-10V Room Controller can be used in the example wiring below.

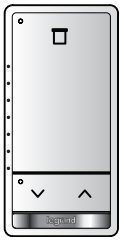
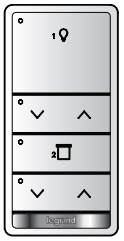
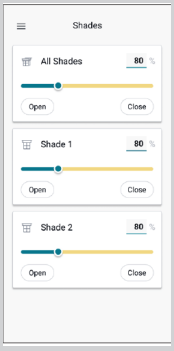


BEHAVIORS AND CAPABILITIES

The 0-10V based integration provides significant flexibility in controllability of the shades from DLM. A few important details to keep in mind:

- The LCI has six 0-10V inputs that can each be assigned to unique motor groups, a separate 0-10V signal is needed for each input on the LCI
- It is recommended that each LCI input be assigned to a unique Motor Group (if there is overlap, the last dimming command will win)
- The motors will react in 10% increments within the 0-10V range set on the LCI
- The 10% increments should align with the dimming output of the room control (eg. 50% shade position = 50% brightness)
- The LCI should be configured for Reversed operation so that 10 V (full brightness) corresponds to the shade being fully open and 0V (minimum brightness) corresponds to the shade being fully closed

SWITCH EXAMPLES

Type	Description	Example
Dimming Switch	Various DLM switches can be used to send 'dimming' commands to the shades. The shades will move up/ down in proportion with the dimming signal from the room controller. When using dimming, it is recommended to set the dimming increments to 10% . **NOTE:** Example shown uses recommended custom engraving to enhance customer experience.	 LMSW-211
Scene Switch	Various DLM switches can be used to send scene commands to recall specific brightness outputs that will correlate to shade positions. **NOTE:** Example shown uses recommended custom engraving to enhance customer experience.	 LMSW-250
Combination Switch	A single switch that can control both lighting and shades, providing additional value when wall space is limited. **NOTE:** Example shown uses recommended custom engraving to enhance customer experience.	 LMSW-222
Touchscreen	The DLM Graphic Switch Touchscreen provides the most flexibility of all switch options. LMGS supports the use of shade icons, custom labeling and multiple screen options to suit the customers needs. See LMCS Configuration for recommended programming. **NOTE:** The Draper LCI works in 10% resolution (detailed above). LMGS sliders allow 1% level adjustments, but the shade motors will only react at each 10% increment.	 LMGS-150-PB

DRAPER LCI AND MOTOR PROGRAMMING

1. The motor grouping will typically be performed by the Draper Technician
2. If an LCI 0-10V input is not being used, make sure that it is disabled on the LCI
3. The 0-10V input on the LCI must be programmed to the appropriate motor group
4. For each input on the LCI, set the Reversed setting to 'Yes.' This will change the behavior so when brightness is increased, the shade moves up

LMCS CONFIGURATION

Since the shade will be controlled via 0-10V, there are multiple options available to control the shade(s).

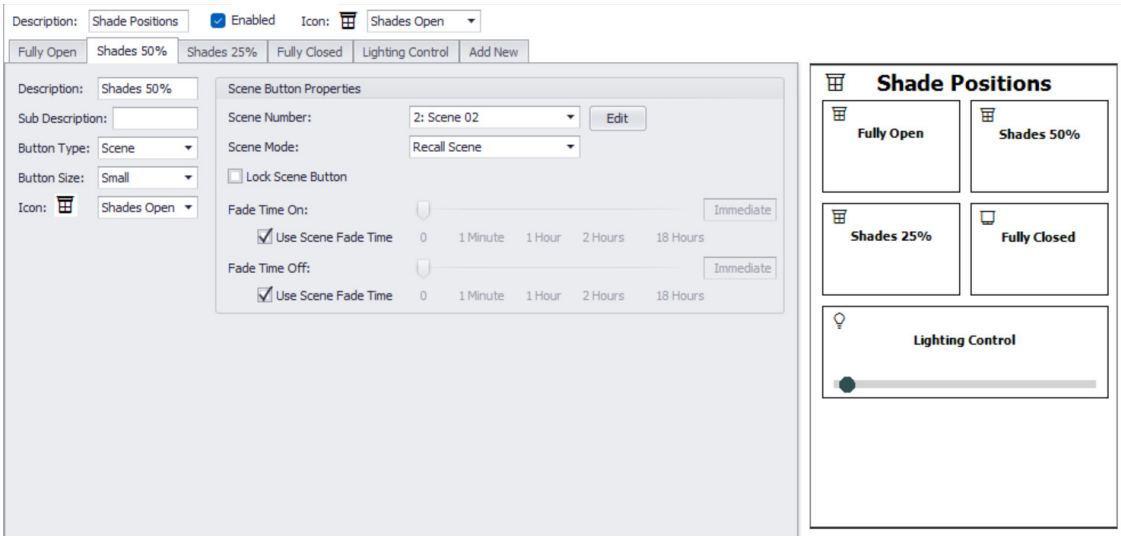
Dimming Control

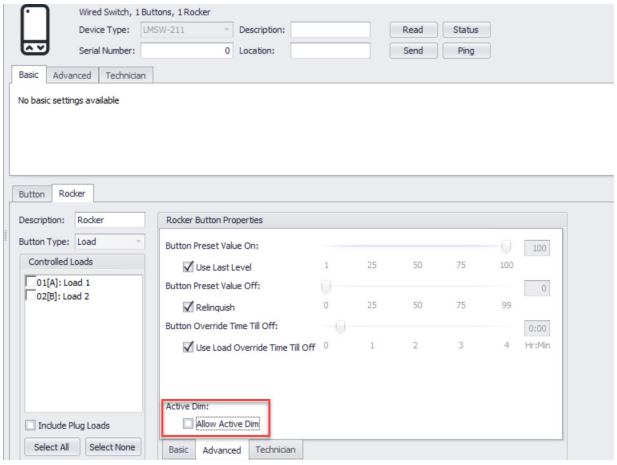
If using a button to dim the load, just keep in mind that the shade will only respond in 10% increments. You may want to limit the rocker to dim in 10% to align with the shade behavior.

Scene Control

Using scenes to control the shade position is a reliable method to ensure that the shades move as the user expect. This is especially valuable when using the LMGS to control the shades.

When using LMGS, you can utilize Shade Icons and Custom Text to make it clear to the user how the shades will behave:



Active Dim

Active Dim is a default feature of DLM switches that allows rockers in a room to temporarily rebind to control specific loads or scenes. This behavior can be confusing to some users, particularly when mixed load types (such as shades and lighting) are used in the same room. It is recommended to disable Active Dim on rockers controlling shading loads to provide the best user experience.