Govee Installation and Usage Guide



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Overview

Govee makes smart LED lighting and home devices: bulbs, light strips, TV backlights, floor and table lamps, ceiling lights, smart plugs and more.

The Govee V3 drivers connect them to Control4. Lights that support Govee's LAN Control are controlled directly on the local network, with no internet needed and no Govee rate limits. With a Govee API key, the drivers also use Govee's cloud for device names, for lights without LAN Control, for plugs, and for features that only exist in the cloud: scenes, DIY scenes, snapshots, music mode, segments and effect toggles.

**PLEASE NOTE Govee's cloud API limits how many requests can be made per minute, for each Govee account and for each device. Govee V3 queues and paces cloud commands, status polls and scene requests to stay inside these limits, and waits before retrying if Govee reports that a limit was hit (the agent's Server Rate Limits traffic light shows this). For that reason, we do not recommend programming like flashing lights in a loop. LAN Control does not have these limits, so use it wherever the light supports it.

Since May 2026, Govee disables all older API keys when a new key is generated for the account. If another app, integration or Control4 system generates a key, enter the newest key in the agent. The agent's API Key Valid traffic light shows when Govee rejects the key.**

Usage Scenarios

- Fully immerse yourself in your video games, movies, or TV shows with Govee LED TV backlights and light bars, including DreamView and scenes from Control4.
- Use wall lighting, floor lamps, table lamps and ceiling lights to set the mood, from Navigator, keypads or lighting scenes.
- Replace existing bulbs with Govee smart bulbs for brightness, color temperature and RGB control, including Daylight schedules.
- Use Govee smart plugs to turn devices such as fans, humidifiers and coffee machines on and off, one outlet at a time on multi-outlet plugs.
- Trigger Control4 programming from Govee events, such as a presence sensor or an ice maker that runs out of water.
- Step through favourite Govee scenes from one keypad button, with the button LED showing which step is running.
- Let the living room strip dance to the music whenever Control4 plays music in the room, and go back to its scene when the music stops.
- Paint permanent outdoor lights and strips in holiday or team colors with one command, and let the Theme Calendar pick the theme for the day.

Features

- Local LAN control for lights with LAN Control turned on in the Govee Home app; cloud control for everything else
- On/off, brightness, color temperature and full color, with the Control4 color wheel and Advanced Lighting Scenes
- Works with the Control4 Daylight agent
- Scenes, DIY scenes and Govee app snapshots in Extras, showing the current scene; favourites to keep the list short
- Effect switches such as Gradient, DreamView, Night Light and main/background light, and music mode
- Segment color and brightness commands for segmented lights
- Scene cycle keypad button: one press per scene, the LED shows each step's color, hold for off
- Music follows the room: lights run music mode while the room plays music and go back when it stops. Music mode uses the light's own microphone, and some models ignore music mode sent through the Govee cloud (for example the H612B strip), so try it on the model first
- Color themes (Christmas, Halloween, team colors and your own) across groups of lights and along segmented strips, with a theme calendar
- Programming: scene commands, Identify, variables (power, level, color, scene, online) and events, including "Changed Outside Control4"
- Multi-outlet plugs: one driver per outlet
- Events from Govee devices that send them (for example presence sensors and ice makers)
- Automatic discovery and AutoSetup of devices, including lights on other VLANs (Additional Scan IPs)
- Rate-limit aware: cloud requests are paced to Govee's limits and retried automatically
- Traffic lights and extended diagnostics for the API key, rate limits, LAN discovery and duplicate drivers

Change Log

Version 20261111 - 11-NOV-2026

- [Feature] Scene Cycle Button Link: each keypad tap runs the next step, the button LED shows the step's colour, and holding the button for 1 s turns the light off. Steps come from Favourite Scenes, all scenes, My scenes or a Custom list of scenes, colours (#FF8000), colour temperatures (2700K) and Off. New properties Cycle List, Cycle Custom List, Cycle Includes Off, Cycle Reset After (s), Cycle LED Colours and Cycle Status, command Step Scene Cycle, variables CYCLE_INDEX and CYCLE_STEP, event Cycle Step Changed (Light V3, Light Local V3)
- [Feature] Music follows the room: while the light's room (or a chosen room) plays music, the light runs Govee music mode, and when the music stops it goes back to what it showed before. Choose the sources, the music mode, the sensitivity (some models ignore it) and what happens when the music stops. Some models ignore music mode sent through the Govee cloud (for example the H612B), so try it on the model first. Follow Room Audio switch in Extras, command Follow Room Audio, variables MUSIC_ACTIVE and MUSIC_FOLLOW, events Music Mode Started and Music Mode Stopped (Light V3, Light Local V3)
- [Feature] Colour themes: Christmas, Halloween, Valentine's, Team and Warm White, plus your own in Custom Themes. Apply Theme paints a theme group: segmented lights repeat the colours along their segments or in blocks, other lights take one colour each. Clear Theme puts back what the lights showed before. Theme Calendar sets TODAYS_THEME and fires Theme Day Started. New light property Theme Groups and a Themes list in Extras (Agent V3, Light V3, Light Local V3)
- [Feature] Local-first routing. While a light answers on the LAN, power, level, color and white temperature go over the LAN. When it stops answering (3 status polls in a row), they go through the Govee cloud until it answers again. Scenes, effects, music mode and segments always use the cloud (Agent V3, Light V3, Light Local V3)
- [Feature] New properties Preferred Connection (Auto, LAN Only, Cloud Only) and Connection (LAN, Cloud, LAN + Cloud or Offline), variable CONNECTION and event Connection Changed. With an older agent each driver keeps its own route (Light V3, Light Local V3)
- [Feature] Govee scenes in Extras and the Set Scene, Stop Scene and Display Scenes actions, when the light is on the Govee account and the agent has the API key. Also the Scene List, Favourite Scenes, Show My Scenes and Cloud Brightness Scale properties (Light Local V3)
- [Improvement] Last Update, Last Status Update and Last Rate Limit follow the project's 12 or 24-hour clock (Agent V3, Light V3, Light Local V3)
- [Improvement] When the agent can confirm neither route (the light misses its LAN polls, or Govee reports it offline), light commands are still sent, as in earlier versions: Light V3 through the cloud, Light Local V3 over the LAN. Only with no route at all (no LAN address and no usable cloud device) does a command wait up to 30 s for one. After that it is dropped, the light shows offline and the Connection traffic light turns red (Light V3, Light Local V3)
- [Improvement] The agent polls the lights of updated drivers over the LAN itself. While a light answers on the LAN it is read through the cloud only every 10 minutes, which saves cloud requests (Agent V3)

- [Improvement] AutoSetup LAN Devices and AutoSetup Cloud Devices skip lights that already have a driver of either kind, so each lamp gets one driver (Agent V3)
- [Improvement] Display Known Devices shows each light's LAN and cloud route and the drivers that use them, and lists lamps with two drivers. Display Extended Diagnostics has a Routing test (Agent V3)
- [Feature] New property Cloud Brightness Scale. Compensate (Brightness Too High) fixes lights such as the H612B that end up about 2.5 times brighter than the level sent through the Govee cloud (Light V3)
- [Bug] Cloud commands and status requests use the device ID exactly as Govee returns it. Govee rejects IDs in lower case (Agent V3)
- [Improvement] New cloud request queue that follows Govee's per-second and per-minute limits, pauses and retries by itself after a rate limit (HTTP 429), and merges repeated commands to the same device (Agent V3)
- [Improvement] Cloud devices are polled one at a time in turn: every 60 s per device on Dynamic (Slow), 20 s on Dynamic (Fast). A device is read again 30 s after a command, also when Cloud Poll Type is Disabled (Agent V3)
- [Bug] Status after a command is always applied, even when it matches an earlier status. A driver that restarts gets the last known status straight away (All V3)
- [Bug] Brightness commands are always sent, even when Control4 thinks the level has not changed (Light V3)
- [Improvement] Traffic lights for an API key Govee rejects or reports missing, Govee server errors, rate limits, and devices whose scenes Govee can't list (Agent V3)
- [Bug] Light scenes and DIY scenes load separately. A device whose scene list Govee can't return (for example the H6038) still gets its DIY scenes and is retried daily. Scene names in other languages and all DIY scene types are supported (Agent V3)
- [Bug] Groups made in the Govee app are no longer imported as devices. Govee can't report their status, so every status request for them failed. Groups already in Select Device From List are removed, unless a driver is bound to one (Agent V3)
- [Feature] New action Refresh Device List. The device list is also refreshed every 6 hours and when the API key changes. Devices removed from the Govee account are marked as removed (Agent V3)
- [Bug] LAN discovery works when a device reports no IP address, and a device that changes IP address is no longer listed twice (Agent V3)
- [Bug] When a light gets a new IP address from DHCP, its Light Local V3 drivers get its status at the new address after the next LAN scan, instead of only after the driver restarts (Agent V3)
- [Bug] An IP address that DHCP gives to another Govee light is no longer used for the light that had it: that light's drivers don't show the other light's status or send it commands (Agent V3)
- [Bug] LAN commands are sent as whole numbers. Turning on from off sends On before the level. Color temperature stays within the Minimum and Maximum Color Temperature properties (Light Local V3)
- [Bug] Button link LEDs show the correct state, and Top Button Link - Brightness works (Light Local V3)

- [Bug] Button colours, the icon after a reboot and online status fixed. New Power On and Power Off actions (Outlet V3)
- [Feature] New property Report Offline To Control4. A cloud device shows as offline after Govee reports it offline in 2 polls in a row, a LAN light after 3 unanswered polls. Commands are still sent while a light shows offline. With an agent older than this version, Light Local V3 doesn't show offline (Light V3, Light Local V3, Outlet V3)
- [Bug] Lights and outlets set up with Device Address Selection set to Manual receive status (Light V3, Outlet V3)
- [Documentation] Documentation rewritten for Govee V3 (overview, features, quick start, FAQ, rate limit note), and new knowledgebase articles; Display Diagnostics links each check to its article (All V3)
- [Improvement] Light V3 and Light Local V3 now use the same code for light control, button links and feedback. No change in behaviour (Light V3, Light Local V3)
- [Feature] LAN discovery also scans known addresses and the new Additional Scan IPs property directly, so lights on other VLANs can be found. New Discovery Method property (Multicast, Multicast + Broadcast, Broadcast). Each scan is sent 3 times (Agent V3)
- [Feature] Improve troubleshooting (Agent V3)
- [Improvement] LAN devices found without an API key are named after their model (Agent V3)
- [Bug] Advanced Lighting Scenes and color conditionals match after Govee rounds the color (color trace tolerance 3) (Light V3, Light Local V3)
- [Bug] Color and color temperature capabilities are sent together; color temperature is limited to the device's range on cloud lights, and the value Control4 sends is used directly (Light V3, Light Local V3)
- [Bug] A cloud light set to a color is no longer shown in white mode (Light V3)
- [Feature] Works with the Daylight agent: preset IDs are passed back to Control4 (Light V3, Light Local V3)
- [Feature] Variables (POWER, BRIGHTNESS, COLOR_MODE, KELVIN, RGB, ONLINE, CURRENT_SCENE) and events (Turned On, Turned Off, Went Offline, Came Online, Scene Activated, Scene Stopped, Changed Outside Control4) (Light V3, Light Local V3)
- [Feature] Identify command and action flash a light so it can be found. New agent action Identify Device works before a driver is bound (All V3)
- [Improvement] LAN lights check each command and resend it once if the light didn't apply it. A check that gets no reply within 3 s is dropped, so a change made meanwhile in the Govee app is not undone. LAN poll default is now 10 s (minimum 2 s) (Light Local V3)
- [Improvement] Properties are grouped under headings (Connection Settings, Scenes, Scene Cycle, Music, Colour Themes) with short descriptions (Agent V3, Light V3, Light Local V3)
- [Feature] New property Cloud Feedback Hold (s): how long cloud status is ignored after a command (default 15 s, was a fixed 30 s) (Agent V3)
- [Feature] Extras redesign: Scene and My scenes lists (DIY scenes and Govee app snapshots) that show the current scene, with "None" to return to the last color, and switches for effects such as Gradient and DreamView (Light V3)
- [Feature] Scene commands for programming (Set Scene, Stop Scene, Next Scene, Previous Scene, Set Effect Toggle) and the Display Scenes action. Scenes are found by name, so programming keeps

working when Govee changes scene IDs. New properties Scene List, Favourite Scenes and Show My Scenes (Light V3)

- [Improvement] While a scene runs, the light keeps showing the last color Control4 set instead of the changing scene colors (Light V3)
- [Feature] New command and action Set Struct Capability for capabilities that take several values, such as music mode; values are checked against Govee's definition (Light V3)
- [Bug] Set Generic Capability works for options whose value is not a number (Light V3)
- [Improvement] Auto Rename Device renames only when the name in the Govee app changes, so names chosen in Composer are kept. New option On First Setup (Light V3, Outlet V3)
- [Feature] New property Unprovisioned Devices and event New Govee Device Found. New action Remove Stale Devices removes devices gone from the account and the LAN for 7 days (Agent V3)
- [Feature] Music mode in Extras (mode, sensitivity, auto color) and the Set Music Mode command, on lights whose Govee capabilities include it (Light V3)
- [Feature] Set Segment Color and Set Segment Brightness commands for segmented lights (segments like 1-5,8; one Govee call per command) (Light V3)
- [Feature] Multi-outlet plugs: each outlet can have its own driver, with its own state (Agent V3, Outlet V3)
- [Feature] Govee events (presence, lack of water, ice full and similar) reach Control4 through Govee's event server: agent event Govee Event, variables LAST_EVENT_DEVICE and LAST_EVENT, property Event Connection. Connects only when the Govee account has a device with events. The API key is kept out of the logs (Agent V3)
- [Feature] New command and action Refresh Device reads one device at once (Agent V3)
- [Feature] New Govee Devices tab in Composer Pro: every device with its model, connection, drivers and last contact, an Identify button, and scene favourites for cloud lights (Agent V3)
- [Bug] Without a valid licence, device setup and diagnostics still work; only control is blocked (Light Local V3)

Version 20260924 - 24-SEP-2026

- [Bug] Revert back to 20260910 due to controller issues (All)

Version 20260923 - 23-SEP-2026

- [Performance] Improve performance on all drivers (All)
- [Logging] Reduce redundant logging. This further increases performance (All V3)
- [Bug] Resolve blank "Select Device From List" on Controller Reboot (V3 Outlet, V3 Light, V3 Light Local)

Version 20260910 - 10-SEP-2026

- [Performance] Reduce sending status changes if no change has been made (All V3)
- [Performance] In some circumstances, lighting feedback may change. This now only is updated if it has changed (All V3)

- [Feature] Add Support To Purge Known LAN / Cloud Devices (Agent V3)

Version 20260825 - 25-AUG-2026

- [Improvement] Improve Licencing and diagnostics (All)
- [Performance] Minor Performance Improvements (All)

Version 20260616 - 16-JUN-2026

- [Bug] Various preventative fixes which are not believed to have caused production issues (All V3 drivers)
- [Bug] In some circumstances, Local lights may show incorrect color, or none at all (Light Local V3)
- [Performance] Reduce Up to 1MB of ram per device (worst case only. Most people will save none, or a few KB), and increase performance in some circumstances (All Drivers)

Version 20260423 - 23-APR-2026

- [Improvement/Bug] Allow Light Driver to be used for Outlet. Fix on when the light has no brightness support in relay mode (Light V3)

Version 20260330 - 30-MAR-2026

- [Bug] It appears the API is a bit more specific now in general. Update commands to be more specific too. This prevents the HTTP 400 Error / Device Offline issue (Agent V3)

Version 20260325 - 25-MAR-2026

- [Bug] Some SKU's may need proper address casing scene command/action to work (Agent V3)

Version 20260127 - 27-JAN-2026

- [Enhancement] Some LAN Devices are NOT sending their IP address as per Govee's API documentation. Workaround issue (Agent)

Version 20260119 - 19-JAN-2026

- [Feature] Add Light Scene Commands / Actions (Agent V3)
- [Feature] Add Light Scenes via Extras (Light V3)
- [Licencing] Improve Licencing System to support more features (All)
- [Misc] Improve Backend Systems (All)
- [Usability] Sort Select Device From List Alphabetically (Light V3, Light Local V3, Outlet V3)
- [Troubleshooting] Improve Diagnostics (All)

Version 20251009 - 09-OCT-2025

- [Improvement] Preventative measure to prevent issue where Select Device From List in non-Agent drivers may appear empty after controller reboot. This issue has never been observed in production (All)

Version 20250721 - 21-JUL-2025

- [Workaround] Workaround issue in C4 X4.0.0 with BUTTON_LINK Toggles on Relay lights (V3 Light / V3 Light Local)
- [Stability] Apply improved error handling code. No issues have ever been observed in production. This is purely for safety purposes only (All)

Version 20250625 - 25-JUN-2025

- [Workaround/Performance] Previous On Color preset will now no longer send a color command at all. This will reduce quota usage, allow effects to return to previous effect, and improve performance. However, in some cases, color may be out of sync for up to 30seconds (LAN) or 10secs (Cloud) (Light V3, LAN Light V3)
- [Feature] Add New Actions: Power Off, Power On, Set Generic Capability and Set Range Capability. This allows custom commands to be run, and provides some base support for non-light devices (Light V3, Outlet V3)
- [Workaround] Queue Command sending. This seems to eliminate bad feedback on some devices. It can be customised by property (Agent V3, LAN Light V3)
- [Feature] Add New Commands: Set Generic Capability and Set Range Capability. This allows custom commands to be run, and provides some base support for non-light devices (Light V3, Outlet V3)
- [Workaround] Add Workaround Property for server sending wrong color state (Light V3). Some lights such as the Aura appear to have the wrong color sent from server if changed too quickly.
- [Performance] Remove command delay on Cloud devices. This was previously required to avoid hitting rate limits on the Govee API. The Govee API has been improved and this is no longer believed to be required, unless the user is sending far too many commands (like a blink command, or changing hundreds of lights regularly). Lights should now react slightly faster. For large numbers of lights however, cloud is NOT recommended (Light V3)
- [Bug] Last Update Time was not being updated (Light V3)
- [Improvement] Better Support for Security Light driver (Light V3,Light Local)
- [Enhancement] Because we've reduced polling rate, we now no longer track light online/offline state via UI, only during property. Otherwise, if the light is offline, users may be unable to use the light until the next poll. Depending on the setup, this could be a substantial time. (Light V3)
- [Feature] Get Latest Status button. Useful if poll rates are long and if testing. This will force a poll of the device and update the status. (Agent V3)
- [Bug] Polling in some circumstances wasn't running regularly. Resolved (Agent V3)
- [Improvement] Improve the light turn on behavior with color. This is a limitation of the Govee Cloud API. Delay turning on color (Light V3)

- [Bug] Update Data correctly on Cloud devices on cloud reboot. Needed for New Actions, and to handle capability updates in the future (Agent V3)

Version 20250228 - 28-FEB-2025

- Further Cloud device discovery fixes (Agent V3)
- Better Diagnostics (Agent V3)
- Improve Display Known Devices. Show list of cloud devices (Agent V3)
- Update Dynamic Cloud Poll Rate Algorithm. Previous Maths was incorrect and may have led to exceeding 10000 calls on some systems (Agent V3)

Version 20250224 - 24-FEB-2025

- [Fix] In some circumstances, Cloud may crash during polling (Agent V3)
- [Usability] In some circumstances, people may incorrectly add spaces to their API key. Clean up the API key (Agent V3)

Version 20250220 - 20-FEB-2025

- [Feature/Performance] Allow Command Buffer time to be set. This reduces API calls to devices in some circumstances (which was critical on V1/V2 to avoid hitting per device limits. However, V3 apparently does not contain this limitation). (Light V3)
- Update default command buffer time from 6025ms to 1000ms. As a result, lights will now respond faster by default. (Light V3)

Version 20250219 - 19-FEB-2025

MAJOR UPDATE - INTRODUCING GOVEE V3

Please note, this is a MAJOR update and introduces our new Govee V3 drivers. Govee V3 has better quota restrictions, better compatibility and the API provides more future capabilities.. These drivers do not support versions lower than OS3.4.3

This update was delivered as a new driver set as

- [Feature] Govee V3 Support. New Govee V3 Agent, Govee V3 Socket, Govee V3 Light Drivers. OS 3.4 is required.
- [Misc] Improved Licencing
- [Deprecation] Deprecate the older Govee Drivers.

Version 20241224 - 24-DEC-2024

- [Bug] Feedback not being processed correctly in some circumstances (Local Light)
- [Optimisation] DriverCentral licencing is now fully removed (All)

Version 20240919 - 19-SEP-2024

- [Workaround] Add Ignore Device Feedback option for unsupported lan lights. This is not supported but may allow limited support of devices like H60A1 which are not supported officially by the LAN protocol

Version 20240917 - 16-SEP-2024

- [MAJOR UPDATE] LAN Control is now supported. LAN Control must be enabled and supported by devices. Light drivers must also be replaced by the new Light local driver.
- Backend improvements. Lots of changes to actions

Version 20240912 - 12-SEP-2024

- Improve Licencing

Version 20240806 - 06-AUG-2024

- Support for Chowmain Licencing
- Improved Troubleshooting
- Performance Improvements

Version 20240501 - 01-MAY-2024

- [Compatibility] Some devices may send incorrect online state. Workaround (Light V1, V2, Outlet)
- [Compatibility] Backend updates

Version 20240410 - 10-APR-2024

- [Bug] Fix Compatibility with some controllers

Version 20240404 - 04-APR-2024

- [Performance] Reduce HTTP Connections required by Driver for operation (All)
- [Performance] Further reduction of CPU spikes (All)
- [Compatibility] Future Compatibility Updates (All)
- [Performance] Other Miscellaneous Bug and performance improvements (All)

Version 20240215 - 15-FEB-2024

- [Bug] Fix Crash on Light which occurs after Controller reboot in some circumstances (Light V2)
- [Bug] CCT during Scenes was being incorrectly changed to the equivilent RGB. CCT Scenes now remain as CCT
- [Troubleshooting] Major new Diagnostics. Some Diagnostics take 24hrs to become fully active (All)

- [Troubleshooting] New Action. "Display All Related Diagnostics". This provides Diagnostics for all Govee Devices/Drivers in Project (All)
- [Performance] When Debugging is enabled, Up to 28x-100x speedup in logging performance improvement in some benchmarks of 10000 logs (ie, 6631ms vs 60ms in the best case).
- [Performance] Print and Cloud Debugging will switch to cloud only after 24hrs automatically.
- [Performance] Speed up some certain operations by 9ms-22ms (or more). Particularly on large Govee systems or slow controllers (such as a CA1), this may reduce CPU spikes, and in all cases, it will improve latency further (All)
- [Troubleshooting] Miscellaneous Troubleshooting Improvements

Version 20240118 - 18-JAN-2024

- (Troubleshooting) Add more feedback in logs (Agent)
- (Bug) Show Current Color Temperature Property Correctly (Light V2)
- (Usability) Improve Troubleshooting (All)
- (Optimise) Reduce Commands sent to server (Light V2)
- (Usability) Add Current Color Mode Property (Light V2)

Version 20231127 - 27-NOV-2023

- (Optimisation) Optimise Previous On Color Mode to allow different light modes to continue operating for brightness operations (Light V2) - Thanks Steve Stoytchev
- (Feature) Increase Maximum Poll Rate to 86400s (Agent)
- (Optimisation) Only Poll Attached Devices (Agent) - Thanks Steve Stoytchev
- Add Full OS3.3 Preset Support. Includes Dim-To-Warm Support and previous states (Light v2)

Version 20230522 - 22-MAY-2023

- Fix compatibility with Relay To Light and some other drivers (All) - Thanks Rob Riesenbeck

Version 20230322 - 22-MAR-2023

- Improve Daylight Agent Support (Light V2)
- Fix issue with default color capabilities (Light V2) - Thanks John Detoro

Version 20230215 - 15-FEB-2023

- Improve OS 3.3.2 Compatibility (Light V2)
- Modify default color capabilities (Light V2) - Thanks John Detoro

Version 20230210 - 10-FEB-2023

- Add new Quota Tracking Properties (All but Light V1)
- Update Diagnostics and Debug System (All)

Version 20230104 - 04-JAN-2023

- Improved Diagnostics And improve Creation of Bindings (All) - Thanks John Detoro
- Fix Composer Crash related to Current Color Property (Light V2) - Thanks John Detoro

Version 20220825 - 25-AUG-2022

- Enable Low Level Control4 Driver Optimisations. Controller must be rebooted after upgrade for optimisations to become active (All)
- Improve Diagnostics (All)
- Upgrade to our New Documentation System (All)

Version 20220804 - 04-AUG-2022

- Fix Minor Diagnostics bug (All)
- Upgrade Diagnostics System (All)
- Improve Fault detection (All)

Version 20220628 - 28-JUN-2022

- Fixes minor crash in some circumstances whilst polling for new feedback (Agent) - Thanks Anonymous via Diagnostic Submission
- Improve Locale Handling (Light V2)

Version 20220617 - 17-JUN-2022

This is a bugfix / Enhancement release

- Add Error Reporting (ALL)
- Redesign command system, to avoid hitting rate limits (Light V2)

Version 20220602 - 02-JUN-2022

This is a major new release

- Added New Govee Light V2 Driver for OS 3.3.0 or later (Light V2)
- Add Diagnostics and Submit Actions (All)
- Fix BUTTON_LINK (Light V1,Light V2)

It is recommended all users upgrade to Control4 OS 3.3.0 or later and switch to our newer Light V2 Driver

Version 20220216 - 16-FEB-2022

- Update Debugging (all)
- Fix LUA Error During First-Run (Agent)
- Minor cleanup

- Additional Backend Changes
- Fix Scenes in Light

Version 20211112 - 12-NOV-2021

- Further Improve Debugging

Version 20211005 - 05-OCT-2021

- Improve Debugging
- Fix Lua Error

Version 20210705 - 05-JUL-2023

- Initial release

Quick Start (Govee V3)

Requirements

- OS 3.4.3 or later
- HC Series controllers are not supported
- One Govee V3 agent per controller (it owns UDP port 4002 for LAN replies)

The drivers

Driver	Use it for
Govee V3 (agent)	Required. Finds devices on the LAN and in the Govee cloud, and talks to Govee for every other driver
Govee V3 Light Local	Lights with LAN Control turned on (recommended: local, fast, no rate limits). With the API key it also has Govee scenes, and falls back to the cloud when the light stops answering on the LAN
Govee V3 Light (Cloud)	Lights without LAN Control, and lights where you want music mode, segments and effect switches in Extras. It uses the LAN for power, level and color when the light answers there
Govee V3 Outlet	Smart plugs; one driver per outlet on multi-outlet plugs

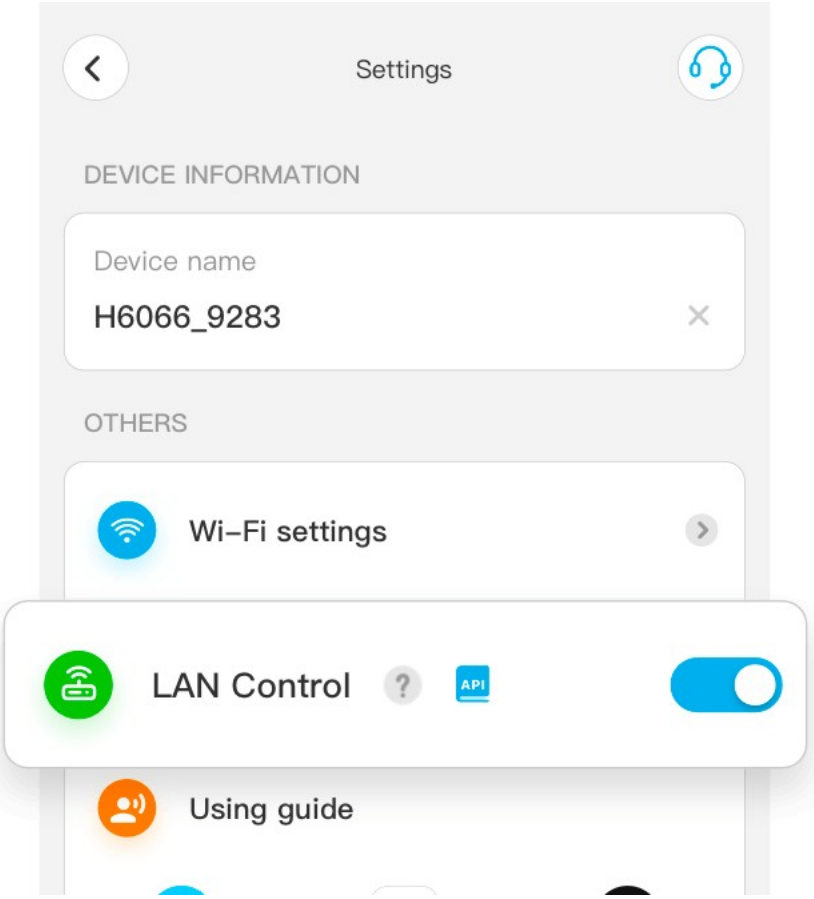
Migration From V1/V2 To V3 (IMPORTANT)

1. Before installing the V3 agent, remove all V1/V2 drivers from the project. If the V1 agent is not removed first, it may stay in the project hidden.
2. Install the V3 agent. Run Display Diagnostics in Actions: the Lua Output tab warns if any V1/V2 devices are still in the project.
3. After fixing all errors, reboot the controller.

Govee app setup

1. Register all devices in the Govee Home app and update their firmware.
2. For each light that supports it, open the device's Settings in the Govee app and turn on LAN Control. If the option isn't shown, the light doesn't support LAN Control (Govee's list: https://app-

h5.govee.com/user-manual/wlan-guide).



3. Request an API key in the Govee Home app (Settings, Apply for API Key; Govee emails the key). The key is optional for LAN-only lights, but needed for names, cloud devices, plugs and scenes.
    - Govee disables older keys when a new key is generated for the account. Use one key for all Control4 systems on the account, and enter the newest one if it changes.

Agent setup

1. Add the Govee V3 agent to the project.
2. Enter the Govee API Key in the agent's properties (if you have one).
3. Set Default AutoSetup Room.
4. Click Actions, AutoSetup LAN Devices. Every LAN light found gets a Govee V3 Light Local driver, bound and named.
5. Click Actions, AutoSetup Cloud Devices for lights without LAN Control and for plugs. Multi-outlet plugs get one driver per outlet.
    - To use a different driver for a device (for example a plug as a light), add the driver yourself and pick the device in Select Device From List.
    - Groups made in the Govee app are not imported, because Govee can't report their status. Control the lights in them, or group them in a Control4 lighting scene.
6. Refresh Navigators.

The agent's Govee Devices tab in Composer Pro lists every device with its model, connection, drivers and last contact, and lets you pick scene favourites for each cloud light.

Use Identify Device in the agent's Actions to flash a device and find it before or after binding it. The agent's Unprovisioned Devices property lists devices that have no driver yet; the New Govee Device Found event fires when one appears.

Lights on another VLAN, or no LAN lights found

- Multicast discovery doesn't cross VLANs and is blocked on some Wi-Fi and mesh networks.
- Enter the lights' addresses in the agent's Additional Scan IPs property (comma separated; ranges like 10.0.20.10-40 work). Give the lights fixed addresses (DHCP reservations).
- Or set Discovery Method to Multicast + Broadcast or Broadcast.
- The network must allow UDP 4001 and 4003 from the controller to the lights, and UDP 4002 back to the controller.
- Display Extended Diagnostics in the agent measures the response time of every LAN light.

LAN and cloud (local-first routing)

Both light drivers pick the route for each command:

- **Power, level, color and white temperature** go over the LAN while the light answers there. If it misses 3 status polls in a row (30 s at the default Poll Interval), they go through the Govee cloud until it answers again.
- **Scenes, effects, music mode and segments** always go through the cloud.
- If neither route is confirmed (the light misses its LAN polls and the cloud can't be used, or Govee reports the light offline), commands are still sent: Govee V3 Light (Cloud) through the cloud, Govee V3 Light Local over the LAN. The light shows offline meanwhile.
- With no route at all (no LAN address, and no API key or the light not on the Govee account), the latest command waits up to 30 s, then is dropped and the light shows offline.

The light driver's **Connection** property shows the routes it can use now: LAN, Cloud, LAN + Cloud or Offline. **Preferred Connection** = LAN Only or Cloud Only uses one route only, as in earlier versions. The cloud needs the Govee API Key in the agent and the light on that Govee account; LAN needs LAN Control on. Update the agent with the light drivers: with an older agent each light driver keeps its own route, and Govee V3 Light Local doesn't show offline.

When a light gets a new address from DHCP, the agent finds it on its next LAN scan and moves the light's drivers to the new address. An address that DHCP gives to another Govee light is not used for the old one.

Use one driver per lamp. AutoSetup skips lamps that already have a driver, and Display Known Devices in the agent lists lamps with two.

Light settings

The light drivers group their settings under the headings Connection Settings, Scenes, Scene Cycle, Music and Colour Themes.

- **Govee V3 Light Local:** set Light Type (CCT or Color / CCT) and the Minimum and Maximum Color Temperature to match the light. Poll Interval (Seconds) defaults to 10.
- **Both:** Scene List, Favourite Scenes and Show My Scenes choose what appears in Extras. Run the Display Scenes action to list the scene names for Favourite Scenes. On Govee V3 Light Local, Extras appear once the agent has matched the light to the Govee account.
- **Both:** if the light is much brighter than the level Control4 sets when it is controlled through the cloud, and is already at full brightness at about 40%, set Cloud Brightness Scale to Compensate (Brightness Too High). This is known on the H612B. Over the LAN the level is exact.
- **Both:** to step through scenes from a keypad, bind a keypad button to the light's Scene Cycle Button Link. A tap runs the next step of Cycle List; holding the button for 1 s turns the light off; after Cycle Reset After (s) without a tap, the next tap starts at the first step. Cycle Status shows the steps and any names not found.
- **Both:** Report Offline To Control4 = No keeps a light shown as online when Govee reports it offline. Commands are sent either way. Auto Rename Device (cloud and outlet drivers) renames the driver only when the name in the Govee app changes; On First Setup renames once; False never.

Programming

- Light commands: Set Scene, Stop Scene, Next Scene, Previous Scene, Set Effect Toggle, Set Music Mode, Set Segment Color (segments like 1-5,8 and a color as r,g,b or #rrggbb), Set Segment Brightness, Identify, and Set Generic / Range / Struct Capability for anything else the device supports.
- Light variables: POWER, BRIGHTNESS, COLOR_MODE, KELVIN, RGB, ONLINE, CURRENT_SCENE. Events: Turned On, Turned Off, Went Offline, Came Online, Scene Activated, Scene Stopped, Changed Outside Control4 (the light changed with no Control4 command in the 10 seconds before).
- Agent: Execute Light Scene and Refresh Device commands; the Govee Event event with LAST_EVENT_DEVICE and LAST_EVENT variables, for devices that send events (presence sensors, ice makers and similar).

Troubleshooting

Control is lost entirely (Cloud)

- Check the agent's API Key Valid traffic light. Govee can reject or rotate an API key; if it shows the key was rejected, request a new key in the Govee app and enter it in the agent's Govee API Key property
- Check the agent's Server Rate Limits traffic light and the Last Rate Limit (HTTP 429) property. If Govee's per-minute limits were hit, the agent waits and then retries by itself (see the rate limit note)
- Check that the Govee device can be controlled from the Govee App, with Wifi and bluetooth disabled
- Run Display Diagnostics in the Agent and the light driver

LAN lights don't respond or aren't found

- Check LAN Control is on for the light in the Govee app

- Check the agent's LAN Discovery and LAN Port 4002 traffic lights, and see "Lights on another VLAN" above

The light's color in Control4 changes to the wrong color about 30 seconds after a change (Cloud)

- If the color was correctly set initially in the interface, the cloud is possibly sending bad data. This appears to affect some devices such as the Aura. Set the light driver's Enable Server Feedback property to Disabled to turn off feedback from the server (for a LAN light, set Ignore Device Feedback to Ignore Feedback). This will mean that the color will not update in the interface, but it will be correct when you change it.

FAQ

What is the difference between Govee V3 and the older V1/V2 Govee drivers?

- Govee V3 is recommended for everyone on OS 3.4.3 or later. It is a free upgrade.
- V1/V2 use Govee's old cloud API, which has daily limits and doesn't list some devices (most commonly the H600D GU10 lights). V3 uses Govee's current API, LAN Control, and a fully managed connection system for both.
- They are different drivers: Govee V3 drivers have govee_v3 in the name. Remove V1/V2 drivers before installing V3 (see the Quick Start).
- No major upgrades will be provided for the older Govee drivers. It is recommended to move to Govee V3.

LAN Control or cloud?

- Use LAN Control for every light that supports it: it works without the internet, responds faster and has no rate limits. Turn it on per device in the Govee Home app.
- The cloud is needed for lights without LAN Control, for plugs, and for scenes, DIY scenes, snapshots, music mode, segments and effect switches. These come from Govee's cloud API, so they need the API key and the Govee V3 Light (Cloud) driver.

Which devices support LAN Control?

Govee's list: https://app-h5.govee.com/user-manual/wlan-guide. The agent's LAN Models traffic light lists devices that answer on the LAN but are not on Govee's list.

How do I obtain an API key?

- Request it in the Govee Home app (Settings, Apply for API Key). Govee emails it to the account's address. The key belongs to that Govee account.
- The key is optional for LAN Control, but recommended: it gives devices their Govee names and enables cloud devices and scenes.

My Govee API key stopped working

- Since May 2026, Govee disables all older keys when a new key is generated for the account, for example by another app, an integration or another Control4 system on the same account.
- The agent's API Key Valid traffic light turns red when Govee rejects the key. Enter the newest key in the Govee API Key property; cloud control resumes straight away.

How do I use scenes and other effects?

- On a Govee V3 Light (Cloud), long-press the light in the Control4 app to open Extras: Scene and My scenes (DIY scenes and Govee app snapshots) show the current scene; pick "None (normal light)" to return to the last color. Effects (Gradient, DreamView, Night Light...) and Music appear when the device supports them.
- In programming: Set Scene, Stop Scene, Next Scene and Previous Scene on the light, or Execute Light Scene on the agent. Scenes are stored by name, so programming keeps working if Govee changes scene IDs.
- To shorten the lists, set Scene List to Favourites Only and list the names in Favourite Scenes (the Display Scenes action prints them).
- Some devices don't return their scene list from Govee's API (for example the H6038); the agent's Scene Retrieval traffic light lists them.

Can I control segments?

Yes, on segmented lights with the Govee V3 Light (Cloud) driver: Set Segment Color and Set Segment Brightness in programming, with segments such as 1-5,8 (numbered from 1). Govee doesn't report segment state, and some models change the whole strip above segment 16, so the driver uses at most 16.

Does it work with the Daylight agent?

Yes. Add the light to the Daylight agent. LAN lights are recommended: on a cloud-only light every Daylight adjustment costs a Govee API call.

I intermittently lose control after making a lot of changes (Cloud Control only)

- Govee limits how many cloud requests can be made per minute, for each account and for each device
- Govee V3 queues and paces cloud requests to stay inside these limits, and backs off by itself if Govee reports that a limit was hit. The agent's Server Rate Limits traffic light and Last Rate Limit (HTTP 429) property show when that last happened
- Avoid programming that sends many commands in a fast loop (for example, flashing lights)
- Slow down the Cloud Poll Type in the agent, or switch the light to LAN Control if supported

Why no dimmable button links on cloud lights?

Holding a button to dim needs many commands per second, which would exceed Govee's cloud limits. Cloud lights get on, off and toggle on their button links; LAN lights also ramp.

Where can I purchase these devices from?

Govee is available in the US, Canada, Europe and United Kingdom through various retailers. Please visit http://www.govee.com for more details

Do you offer any other cool drivers?

Control4 is a major part of our business. We develop new drivers all the time. You can see all of our drivers on our website (https://chowmain.software). Sign up to our newsletter to get notified when new drivers are released.

Licensing

Marketplace

To Purchase drivers

Chowmain Drivers are only available to authorized dealers. Integrators can sign up to a Chowmain account via the Chowmain Website. Authorization of dealers can take up to 48 hours; however, you can trial the drivers without an account.

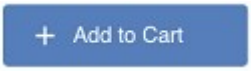
1. Navigate to the login page of Chowmain website: Chowmain - Login
2. Sign in using credentials provided after sign up request approval
3. Ensure you are logged into the website using website's header: registration and sign up buttons are replaced with cart icon and user icon



4. Navigate to the drivers page: Chowmain - Drivers
5. Alternatively, you can use the global search input in the header to find the driver



6. Search for and locate the driver you are interested. Click *Add To Cart*



7. Once you have added all drivers to your cart, navigate to the shopping cart: Chowmain - Cart
8. Click *Checkout & Pay*. Follow the directions



9. Purchase confirmation will be sent to your email, all orders can be viewed in the Chowmain - Orders
10. Once the payment is processed, the driver will be available in your account: Chowmain - My Drivers

Create Chowmain Project and obtain Project Code

Note:

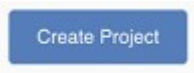
- Showroom Projects contain all drivers of its Control System
- Paid licenses cannot be assigned to Showroom Projects
- Only 1 Project is required per home
- If the Project has already been created, do not create a second one
- If controller already has a Project code created by another installer, please contact the original installer for access. If the original installer is unavailable, contact Chowmain - Support

- If the controller has been replaced and the license needs to be transferred to a new controller you can do so yourself via the website

1. Ensure you are signed into the Chowmain Website
2. Navigate to Dashboard => Projects



3. Click *Create Project*:



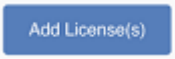
4. Complete the details for the Project (*Project Name*, *Customer Name*, *Control System*)
5. Upon completion, take note of the **Project Code**. This is required to link the Control System to the newly created project

To Assign purchased drivers to Project

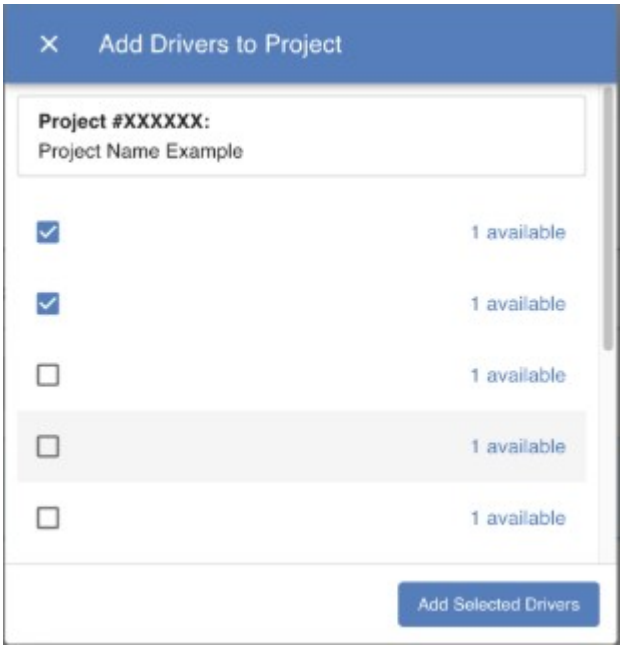
NOTE: Driver must already be purchased and a Project Code must be created as per above 'Create Chowmain Project and obtain Project Code' section

1. Navigate to Chowmain Software - Projects. Click the *Project Name* you wish to assign the driver to



2. Click the *Add License(s)*: 

3. Select Drivers you wish to assign to the project, and click *Add Selected Drivers*:



4. Alternatively you can add in drivers via the [Chowmain - Drivers]

5. The driver will be added to the project with the license status *Licensed*



Control4

To Download and install Chowmain drivers:

NOTE: Licensed Chowmain drivers come with a complimentary 90-day trial period. To license the driver, installation of the Chowmain Project Agent is required. The Project Agent is also required for automatic driver updates. Throughout the 90-day trial period, Chowmain Drivers operate without any limitations. After this period, the driver will be disabled unless properly licensed.

All Chowmain Licensed drivers require a minimum of OS 3.1.3 to operate correctly unless specified.

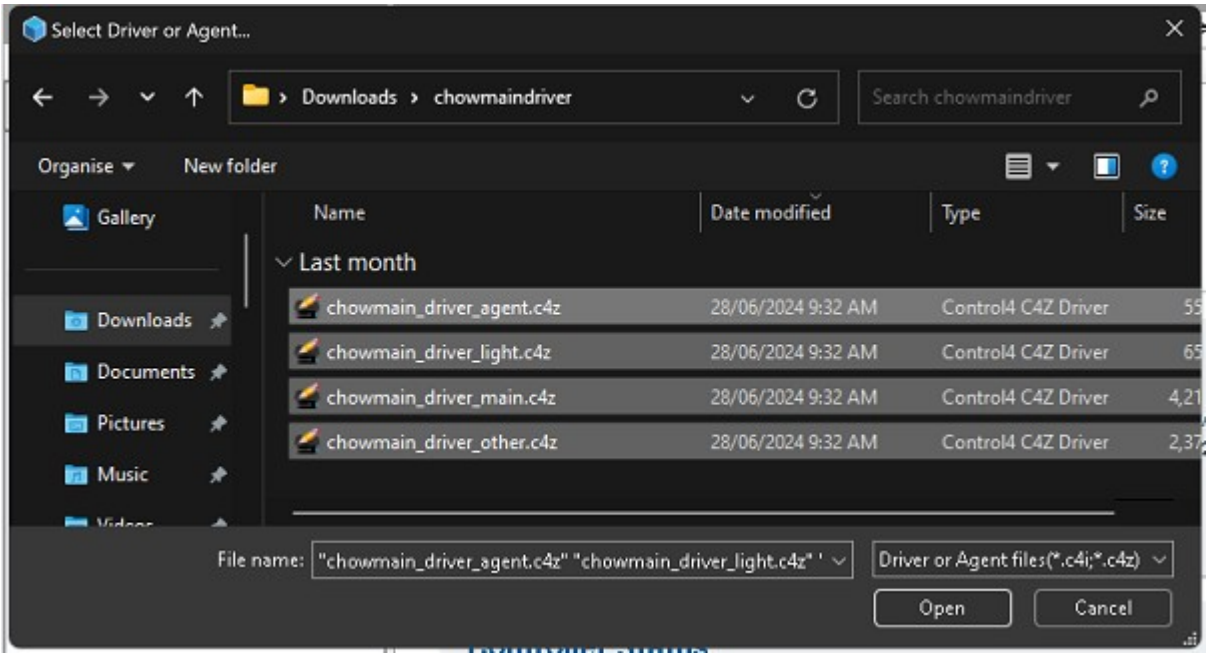
1. Visit: https://chowmain.software
2. Search and locate your driver, and click into the details by clicking the picture or heading.
3. Select Download. And extract the contents of the downloaded Zip file to a temporary directory



4. **Please note: For many drivers, it is no longer recommended to copy the contents of most modern drivers directly to your Control4/drivers directory.** The recommended method of updating drivers or installing drivers is in Composer Pro, navigate to the Driver=>Add Or Update Driver Or Agent menu item.



5. Locate the temporary directory containing your C4Z files. You can select and install/update all drivers simultaneously by selecting one and using Ctrl+A. Alternatively, click the top driver+shift+click the bottom. Click the open button. You will be alerted when drivers are installed



6. Install drivers as per normal. Please note, some drivers may be agents, and you must use the Agents tab in Control4 to install the driver. Composer Express does not support Agents, and Composer pro is recommended for all installers.

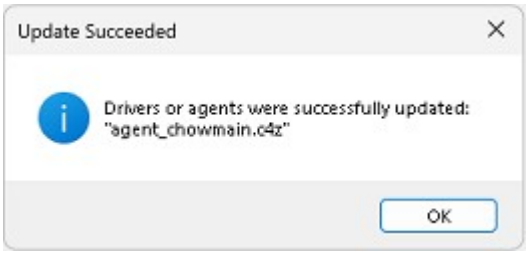
Install Chowmain Agent

Installation of the Chowmain Agent is required to licence drivers

1. Download Chowmain Project Agent From the Chowmain Project Agent Page
2. Open Project In Composer Pro. Composer Express does not Support Agents and cannot be used
3. Navigate to the *Driver=>Add Or Update Driver Or Agent* menu item



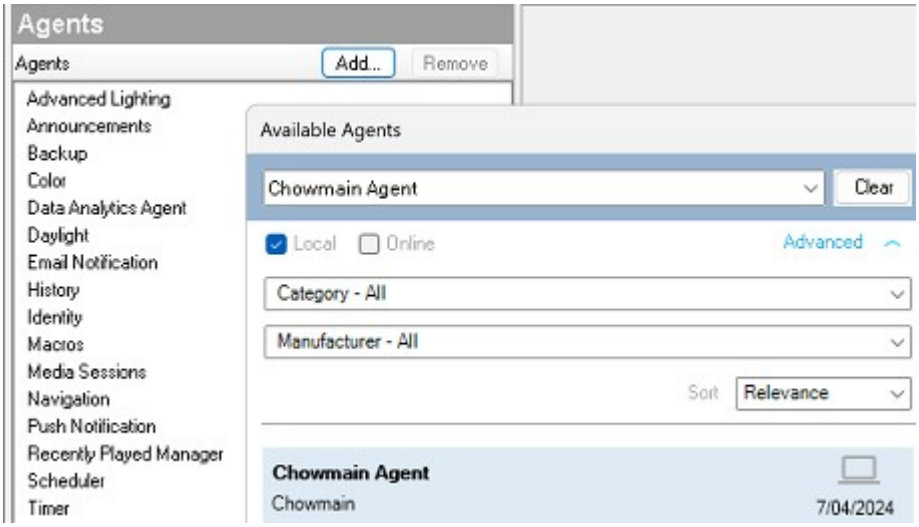
4. Add the *agent_chowmain.c4z* file



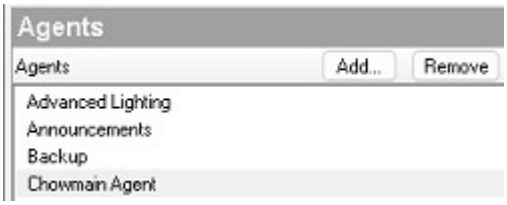
5. Navigate to the Agents View in Composer Pro



6. If *Chowmain Agent* is not already added to project, select the *Add* button in Agents and add the *Chowmain Agent* to Project



7. *Chowmain Agent* should be listed in the project.

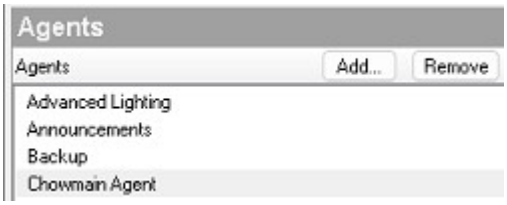


Link Project Code to Control4 Project

1. Ensure Chowmain Agent is installed on primary Control4 Controller. If not, follow the previous information
2. Navigate to the Agents View in Composer Pro



3. Select *Chowmain Agent* in the project



4. Enter the Project Code into the Project Code Property. You would have previously set this up on the Chowmain website as outlined in the Website portion of this document. If you have not set up a project you can do so via the [Chowmainsoft - Projects] webpage.



5. The status property will provide feedback on driver licencing status



6. **Please note:** If project code has been used previously on another controller you can revoke the licence for use again.

LICENCING FAQ

What are the Requirements for Chowmain licencing?

- Driver trials do not require Agent to be installed.
- To activate licenced drivers, *Chowmain Project Agent* must be installed.
- Composer Pro 3.1.3 or later is required to install and configure *Chowmain Project Agent*
- Internet is required during the licence registration process.
- If Internet is lost then the licence will persist the last state.
- If the Chowmain Project Agent is removed then licencing will be invalidated. Do not remove the Chowmain Project Agent once installed.

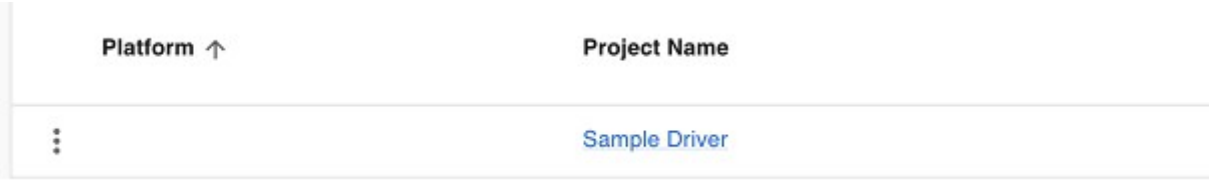
How do I know if the deployed driver is using Chowmain Licencing?

- There are multiple ways:

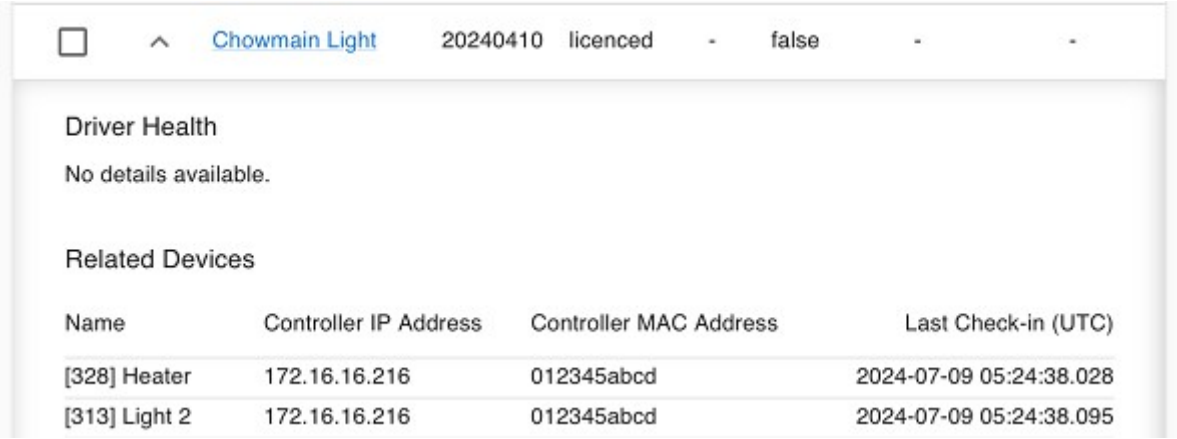
1. Chowmain licensed drivers have *CM:* in their cloud status property



2. If the *Project Code* has been correctly entered in Chowmain Project Agent and the project is registered, you can find the list of Chowmain-licensed drivers deployed on your controller using the Chowmain website.
    1. Navigate to [Chowmainsoft Website - Projects]
    2. Select your Project Code



    3. Known Chowmain Drivers will be listed, and if you select the driver, it will list which drivers in the project are known to be CM Licenced. Please note, this list may not update immediately



How does the trial period work?

All Chowmain drivers are free to use for 90 days. When the trial expires the driver will cease to function until you purchase a licence and apply it to the project.

What benefits does Chowmain Project Agent provide?

Chowmain Project Agent provides a number of benefits for projects

- Required for activation of driver licences. Enables the linking of Control4 Projects to Chowmain Project Codes.
- Required for Auto Updates of Chowmain Licenced drivers
- Provides local access to all Diagnostics for all known licenced Chowmain drivers on Control4 system in 1-click
- Bulk Enable and Disable of Automatic Updates of drivers
- Display local licencing information for all known driver
- Update All Drivers in 1 click to latest versions available for that driver

Where do I buy a Licence from?

- Chowmain Control4 Drivers are only available to Control4 installers. Installers can sign up to a Chowmain account using: https://chowmain.software/signup. If you are a home owner you should contact your automation installer for support, purchase and installation of drivers
- This driver is developed by Chowmainsoft and can be purchased from the Chowmain Software Website.
- All licences are site licences. This means the one licence can be used to unlock as many instances of the same driver in the same project.

Can I upgrade old versions of drivers from other marketplaces to Chowmain?

- This process is mostly automated.
    1. Install Chowmain Project Agent, and assign a Project Agent as required
    2. Ensure all drivers are up to date, and replace obsolete drivers with updated builds.
    3. Wait 10 mins.

Developer Information



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Support

Ticket / Live Chat Support

We provide ticket based support and live chat support for those who can't contact us via phone. Click the button below to visit our online helpdesk.

Support Centre	Hours of Operation	URL
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United States	Monday - Friday - See website for hours of operation	[+1 206 944 5444](tel:+1 206 944 5444)

Driver Documentation

All of our drivers come with detailed instructions on how to install and configure the driver for use in different projects. Please refer to the documentation included with the driver you downloaded, or contact us if you are unable to locate the documentation for your driver.

Change Log

Version 20261111 - 11-NOV-2026

- [Feature] Scene Cycle Button Link: each keypad tap runs the next step, the button LED shows the step's colour, and holding the button for 1 s turns the light off. Steps come from Favourite Scenes, all scenes, My scenes or a Custom list of scenes, colours (#FF8000), colour temperatures (2700K) and Off. New properties Cycle List, Cycle Custom List, Cycle Includes Off, Cycle Reset After (s), Cycle LED Colours and Cycle Status, command Step Scene Cycle, variables CYCLE_INDEX and CYCLE_STEP, event Cycle Step Changed (Light V3, Light Local V3)
- [Feature] Music follows the room: while the light's room (or a chosen room) plays music, the light runs Govee music mode, and when the music stops it goes back to what it showed before. Choose the sources, the music mode, the sensitivity (some models ignore it) and what happens when the music stops. Some models ignore music mode sent through the Govee cloud (for example the H612B), so try it on the model first. Follow Room Audio switch in Extras, command Follow Room Audio, variables MUSIC_ACTIVE and MUSIC_FOLLOW, events Music Mode Started and Music Mode Stopped (Light V3, Light Local V3)
- [Feature] Colour themes: Christmas, Halloween, Valentine's, Team and Warm White, plus your own in Custom Themes. Apply Theme paints a theme group: segmented lights repeat the colours along their segments or in blocks, other lights take one colour each. Clear Theme puts back what the lights showed before. Theme Calendar sets TODAYS_THEME and fires Theme Day Started. New light property Theme Groups and a Themes list in Extras (Agent V3, Light V3, Light Local V3)
- [Feature] Local-first routing. While a light answers on the LAN, power, level, color and white temperature go over the LAN. When it stops answering (3 status polls in a row), they go through the Govee cloud until it answers again. Scenes, effects, music mode and segments always use the cloud (Agent V3, Light V3, Light Local V3)
- [Feature] New properties Preferred Connection (Auto, LAN Only, Cloud Only) and Connection (LAN, Cloud, LAN + Cloud or Offline), variable CONNECTION and event Connection Changed. With an older agent each driver keeps its own route (Light V3, Light Local V3)
- [Feature] Govee scenes in Extras and the Set Scene, Stop Scene and Display Scenes actions, when the light is on the Govee account and the agent has the API key. Also the Scene List, Favourite Scenes, Show My Scenes and Cloud Brightness Scale properties (Light Local V3)
- [Improvement] Last Update, Last Status Update and Last Rate Limit follow the project's 12 or 24-hour clock (Agent V3, Light V3, Light Local V3)
- [Improvement] When the agent can confirm neither route (the light misses its LAN polls, or Govee reports it offline), light commands are still sent, as in earlier versions: Light V3 through the cloud, Light Local V3 over the LAN. Only with no route at all (no LAN address and no usable cloud device) does a command wait up to 30 s for one. After that it is dropped, the light shows offline and the Connection traffic light turns red (Light V3, Light Local V3)
- [Improvement] The agent polls the lights of updated drivers over the LAN itself. While a light answers on the LAN it is read through the cloud only every 10 minutes, which saves cloud requests (Agent V3)

- [Improvement] AutoSetup LAN Devices and AutoSetup Cloud Devices skip lights that already have a driver of either kind, so each lamp gets one driver (Agent V3)
- [Improvement] Display Known Devices shows each light's LAN and cloud route and the drivers that use them, and lists lamps with two drivers. Display Extended Diagnostics has a Routing test (Agent V3)
- [Feature] New property Cloud Brightness Scale. Compensate (Brightness Too High) fixes lights such as the H612B that end up about 2.5 times brighter than the level sent through the Govee cloud (Light V3)
- [Bug] Cloud commands and status requests use the device ID exactly as Govee returns it. Govee rejects IDs in lower case (Agent V3)
- [Improvement] New cloud request queue that follows Govee's per-second and per-minute limits, pauses and retries by itself after a rate limit (HTTP 429), and merges repeated commands to the same device (Agent V3)
- [Improvement] Cloud devices are polled one at a time in turn: every 60 s per device on Dynamic (Slow), 20 s on Dynamic (Fast). A device is read again 30 s after a command, also when Cloud Poll Type is Disabled (Agent V3)
- [Bug] Status after a command is always applied, even when it matches an earlier status. A driver that restarts gets the last known status straight away (All V3)
- [Bug] Brightness commands are always sent, even when Control4 thinks the level has not changed (Light V3)
- [Improvement] Traffic lights for an API key Govee rejects or reports missing, Govee server errors, rate limits, and devices whose scenes Govee can't list (Agent V3)
- [Bug] Light scenes and DIY scenes load separately. A device whose scene list Govee can't return (for example the H6038) still gets its DIY scenes and is retried daily. Scene names in other languages and all DIY scene types are supported (Agent V3)
- [Bug] Groups made in the Govee app are no longer imported as devices. Govee can't report their status, so every status request for them failed. Groups already in Select Device From List are removed, unless a driver is bound to one (Agent V3)
- [Feature] New action Refresh Device List. The device list is also refreshed every 6 hours and when the API key changes. Devices removed from the Govee account are marked as removed (Agent V3)
- [Bug] LAN discovery works when a device reports no IP address, and a device that changes IP address is no longer listed twice (Agent V3)
- [Bug] When a light gets a new IP address from DHCP, its Light Local V3 drivers get its status at the new address after the next LAN scan, instead of only after the driver restarts (Agent V3)
- [Bug] An IP address that DHCP gives to another Govee light is no longer used for the light that had it: that light's drivers don't show the other light's status or send it commands (Agent V3)
- [Bug] LAN commands are sent as whole numbers. Turning on from off sends On before the level. Color temperature stays within the Minimum and Maximum Color Temperature properties (Light Local V3)
- [Bug] Button link LEDs show the correct state, and Top Button Link - Brightness works (Light Local V3)

- [Bug] Button colours, the icon after a reboot and online status fixed. New Power On and Power Off actions (Outlet V3)
- [Feature] New property Report Offline To Control4. A cloud device shows as offline after Govee reports it offline in 2 polls in a row, a LAN light after 3 unanswered polls. Commands are still sent while a light shows offline. With an agent older than this version, Light Local V3 doesn't show offline (Light V3, Light Local V3, Outlet V3)
- [Bug] Lights and outlets set up with Device Address Selection set to Manual receive status (Light V3, Outlet V3)
- [Documentation] Documentation rewritten for Govee V3 (overview, features, quick start, FAQ, rate limit note), and new knowledgebase articles; Display Diagnostics links each check to its article (All V3)
- [Improvement] Light V3 and Light Local V3 now use the same code for light control, button links and feedback. No change in behaviour (Light V3, Light Local V3)
- [Feature] LAN discovery also scans known addresses and the new Additional Scan IPs property directly, so lights on other VLANs can be found. New Discovery Method property (Multicast, Multicast + Broadcast, Broadcast). Each scan is sent 3 times (Agent V3)
- [Feature] Improve troubleshooting (Agent V3)
- [Improvement] LAN devices found without an API key are named after their model (Agent V3)
- [Bug] Advanced Lighting Scenes and color conditionals match after Govee rounds the color (color trace tolerance 3) (Light V3, Light Local V3)
- [Bug] Color and color temperature capabilities are sent together; color temperature is limited to the device's range on cloud lights, and the value Control4 sends is used directly (Light V3, Light Local V3)
- [Bug] A cloud light set to a color is no longer shown in white mode (Light V3)
- [Feature] Works with the Daylight agent: preset IDs are passed back to Control4 (Light V3, Light Local V3)
- [Feature] Variables (POWER, BRIGHTNESS, COLOR_MODE, KELVIN, RGB, ONLINE, CURRENT_SCENE) and events (Turned On, Turned Off, Went Offline, Came Online, Scene Activated, Scene Stopped, Changed Outside Control4) (Light V3, Light Local V3)
- [Feature] Identify command and action flash a light so it can be found. New agent action Identify Device works before a driver is bound (All V3)
- [Improvement] LAN lights check each command and resend it once if the light didn't apply it. A check that gets no reply within 3 s is dropped, so a change made meanwhile in the Govee app is not undone. LAN poll default is now 10 s (minimum 2 s) (Light Local V3)
- [Improvement] Properties are grouped under headings (Connection Settings, Scenes, Scene Cycle, Music, Colour Themes) with short descriptions (Agent V3, Light V3, Light Local V3)
- [Feature] New property Cloud Feedback Hold (s): how long cloud status is ignored after a command (default 15 s, was a fixed 30 s) (Agent V3)
- [Feature] Extras redesign: Scene and My scenes lists (DIY scenes and Govee app snapshots) that show the current scene, with "None" to return to the last color, and switches for effects such as Gradient and DreamView (Light V3)
- [Feature] Scene commands for programming (Set Scene, Stop Scene, Next Scene, Previous Scene, Set Effect Toggle) and the Display Scenes action. Scenes are found by name, so programming keeps

working when Govee changes scene IDs. New properties Scene List, Favourite Scenes and Show My Scenes (Light V3)

- [Improvement] While a scene runs, the light keeps showing the last color Control4 set instead of the changing scene colors (Light V3)
- [Feature] New command and action Set Struct Capability for capabilities that take several values, such as music mode; values are checked against Govee's definition (Light V3)
- [Bug] Set Generic Capability works for options whose value is not a number (Light V3)
- [Improvement] Auto Rename Device renames only when the name in the Govee app changes, so names chosen in Composer are kept. New option On First Setup (Light V3, Outlet V3)
- [Feature] New property Unprovisioned Devices and event New Govee Device Found. New action Remove Stale Devices removes devices gone from the account and the LAN for 7 days (Agent V3)
- [Feature] Music mode in Extras (mode, sensitivity, auto color) and the Set Music Mode command, on lights whose Govee capabilities include it (Light V3)
- [Feature] Set Segment Color and Set Segment Brightness commands for segmented lights (segments like 1-5,8; one Govee call per command) (Light V3)
- [Feature] Multi-outlet plugs: each outlet can have its own driver, with its own state (Agent V3, Outlet V3)
- [Feature] Govee events (presence, lack of water, ice full and similar) reach Control4 through Govee's event server: agent event Govee Event, variables LAST_EVENT_DEVICE and LAST_EVENT, property Event Connection. Connects only when the Govee account has a device with events. The API key is kept out of the logs (Agent V3)
- [Feature] New command and action Refresh Device reads one device at once (Agent V3)
- [Feature] New Govee Devices tab in Composer Pro: every device with its model, connection, drivers and last contact, an Identify button, and scene favourites for cloud lights (Agent V3)
- [Bug] Without a valid licence, device setup and diagnostics still work; only control is blocked (Light Local V3)

Version 20260924 - 24-SEP-2026

- [Bug] Revert back to 20260910 due to controller issues (All)

Version 20260923 - 23-SEP-2026

- [Performance] Improve performance on all drivers (All)
- [Logging] Reduce redundant logging. This further increases performance (All V3)
- [Bug] Resolve blank "Select Device From List" on Controller Reboot (V3 Outlet, V3 Light, V3 Light Local)

Version 20260910 - 10-SEP-2026

- [Performance] Reduce sending status changes if no change has been made (All V3)
- [Performance] In some circumstances, lighting feedback may change. This now only is updated if it has changed (All V3)

- [Feature] Add Support To Purge Known LAN / Cloud Devices (Agent V3)

Version 20260825 - 25-AUG-2026

- [Improvement] Improve Licencing and diagnostics (All)
- [Performance] Minor Performance Improvements (All)

Version 20260616 - 16-JUN-2026

- [Bug] Various preventative fixes which are not believed to have caused production issues (All V3 drivers)
- [Bug] In some circumstances, Local lights may show incorrect color, or none at all (Light Local V3)
- [Performance] Reduce Up to 1MB of ram per device (worst case only. Most people will save none, or a few KB), and increase performance in some circumstances (All Drivers)

Version 20260423 - 23-APR-2026

- [Improvement/Bug] Allow Light Driver to be used for Outlet. Fix on when the light has no brightness support in relay mode (Light V3)

Version 20260330 - 30-MAR-2026

- [Bug] It appears the API is a bit more specific now in general. Update commands to be more specific too. This prevents the HTTP 400 Error / Device Offline issue (Agent V3)

Version 20260325 - 25-MAR-2026

- [Bug] Some SKU's may need proper address casing scene command/action to work (Agent V3)

Version 20260127 - 27-JAN-2026

- [Enhancement] Some LAN Devices are NOT sending their IP address as per Govee's API documentation. Workaround issue (Agent)

Version 20260119 - 19-JAN-2026

- [Feature] Add Light Scene Commands / Actions (Agent V3)
- [Feature] Add Light Scenes via Extras (Light V3)
- [Licencing] Improve Licencing System to support more features (All)
- [Misc] Improve Backend Systems (All)
- [Usability] Sort Select Device From List Alphabetically (Light V3, Light Local V3, Outlet V3)
- [Troubleshooting] Improve Diagnostics (All)

Version 20251009 - 09-OCT-2025

- [Improvement] Preventative measure to prevent issue where Select Device From List in non-Agent drivers may appear empty after controller reboot. This issue has never been observed in production (All)

Version 20250721 - 21-JUL-2025

- [Workaround] Workaround issue in C4 X4.0.0 with BUTTON_LINK Toggles on Relay lights (V3 Light / V3 Light Local)
- [Stability] Apply improved error handling code. No issues have ever been observed in production. This is purely for safety purposes only (All)

Version 20250625 - 25-JUN-2025

- [Workaround/Performance] Previous On Color preset will now no longer send a color command at all. This will reduce quota usage, allow effects to return to previous effect, and improve performance. However, in some cases, color may be out of sync for up to 30seconds (LAN) or 10secs (Cloud) (Light V3, LAN Light V3)
- [Feature] Add New Actions: Power Off, Power On, Set Generic Capability and Set Range Capability. This allows custom commands to be run, and provides some base support for non-light devices (Light V3, Outlet V3)
- [Workaround] Queue Command sending. This seems to eliminate bad feedback on some devices. It can be customised by property (Agent V3, LAN Light V3)
- [Feature] Add New Commands: Set Generic Capability and Set Range Capability. This allows custom commands to be run, and provides some base support for non-light devices (Light V3, Outlet V3)
- [Workaround] Add Workaround Property for server sending wrong color state (Light V3). Some lights such as the Aura appear to have the wrong color sent from server if changed too quickly.
- [Performance] Remove command delay on Cloud devices. This was previously required to avoid hitting rate limits on the Govee API. The Govee API has been improved and this is no longer believed to be required, unless the user is sending far too many commands (like a blink command, or changing hundreds of lights regularly). Lights should now react slightly faster. For large numbers of lights however, cloud is NOT recommended (Light V3)
- [Bug] Last Update Time was not being updated (Light V3)
- [Improvement] Better Support for Security Light driver (Light V3,Light Local)
- [Enhancement] Because we've reduced polling rate, we now no longer track light online/offline state via UI, only during property. Otherwise, if the light is offline, users may be unable to use the light until the next poll. Depending on the setup, this could be a substantial time. (Light V3)
- [Feature] Get Latest Status button. Useful if poll rates are long and if testing. This will force a poll of the device and update the status. (Agent V3)
- [Bug] Polling in some circumstances wasn't running regularly. Resolved (Agent V3)
- [Improvement] Improve the light turn on behavior with color. This is a limitation of the Govee Cloud API. Delay turning on color (Light V3)

- [Bug] Update Data correctly on Cloud devices on cloud reboot. Needed for New Actions, and to handle capability updates in the future (Agent V3)

Version 20250228 - 28-FEB-2025

- Further Cloud device discovery fixes (Agent V3)
- Better Diagnostics (Agent V3)
- Improve Display Known Devices. Show list of cloud devices (Agent V3)
- Update Dynamic Cloud Poll Rate Algorithm. Previous Maths was incorrect and may have led to exceeding 10000 calls on some systems (Agent V3)

Version 20250224 - 24-FEB-2025

- [Fix] In some circumstances, Cloud may crash during polling (Agent V3)
- [Usability] In some circumstances, people may incorrectly add spaces to their API key. Clean up the API key (Agent V3)

Version 20250220 - 20-FEB-2025

- [Feature/Performance] Allow Command Buffer time to be set. This reduces API calls to devices in some circumstances (which was critical on V1/V2 to avoid hitting per device limits. However, V3 apparently does not contain this limitation). (Light V3)
- Update default command buffer time from 6025ms to 1000ms. As a result, lights will now respond faster by default. (Light V3)

Version 20250219 - 19-FEB-2025

MAJOR UPDATE - INTRODUCING GOVEE V3

Please note, this is a MAJOR update and introduces our new Govee V3 drivers. Govee V3 has better quota restrictions, better compatibility and the API provides more future capabilities.. These drivers do not support versions lower than OS3.4.3

This update was delivered as a new driver set as

- [Feature] Govee V3 Support. New Govee V3 Agent, Govee V3 Socket, Govee V3 Light Drivers. OS 3.4 is required.
- [Misc] Improved Licencing
- [Deprecation] Deprecate the older Govee Drivers.

Version 20241224 - 24-DEC-2024

- [Bug] Feedback not being processed correctly in some circumstances (Local Light)
- [Optimisation] DriverCentral licencing is now fully removed (All)

Version 20240919 - 19-SEP-2024

- [Workaround] Add Ignore Device Feedback option for unsupported lan lights. This is not supported but may allow limited support of devices like H60A1 which are not supported officially by the LAN protocol

Version 20240917 - 16-SEP-2024

- [MAJOR UPDATE] LAN Control is now supported. LAN Control must be enabled and supported by devices. Light drivers must also be replaced by the new Light local driver.
- Backend improvements. Lots of changes to actions

Version 20240912 - 12-SEP-2024

- Improve Licencing

Version 20240806 - 06-AUG-2024

- Support for Chowmain Licencing
- Improved Troubleshooting
- Performance Improvements

Version 20240501 - 01-MAY-2024

- [Compatibility] Some devices may send incorrect online state. Workaround (Light V1, V2, Outlet)
- [Compatibility] Backend updates

Version 20240410 - 10-APR-2024

- [Bug] Fix Compatibility with some controllers

Version 20240404 - 04-APR-2024

- [Performance] Reduce HTTP Connections required by Driver for operation (All)
- [Performance] Further reduction of CPU spikes (All)
- [Compatibility] Future Compatibility Updates (All)
- [Performance] Other Miscellaneous Bug and performance improvements (All)

Version 20240215 - 15-FEB-2024

- [Bug] Fix Crash on Light which occurs after Controller reboot in some circumstances (Light V2)
- [Bug] CCT during Scenes was being incorrectly changed to the equivilent RGB. CCT Scenes now remain as CCT
- [Troubleshooting] Major new Diagnostics. Some Diagnostics take 24hrs to become fully active (All)

- [Troubleshooting] New Action. "Display All Related Diagnostics". This provides Diagnostics for all Govee Devices/Drivers in Project (All)
- [Performance] When Debugging is enabled, Up to 28x-100x speedup in logging performance improvement in some benchmarks of 10000 logs (ie, 6631ms vs 60ms in the best case).
- [Performance] Print and Cloud Debugging will switch to cloud only after 24hrs automatically.
- [Performance] Speed up some certain operations by 9ms-22ms (or more). Particularly on large Govee systems or slow controllers (such as a CA1), this may reduce CPU spikes, and in all cases, it will improve latency further (All)
- [Troubleshooting] Miscellaneous Troubleshooting Improvements

Version 20240118 - 18-JAN-2024

- (Troubleshooting) Add more feedback in logs (Agent)
- (Bug) Show Current Color Temperature Property Correctly (Light V2)
- (Usability) Improve Troubleshooting (All)
- (Optimise) Reduce Commands sent to server (Light V2)
- (Usability) Add Current Color Mode Property (Light V2)

Version 20231127 - 27-NOV-2023

- (Optimisation) Optimise Previous On Color Mode to allow different light modes to continue operating for brightness operations (Light V2) - Thanks Steve Stoytchev
- (Feature) Increase Maximum Poll Rate to 86400s (Agent)
- (Optimisation) Only Poll Attached Devices (Agent) - Thanks Steve Stoytchev
- Add Full OS3.3 Preset Support. Includes Dim-To-Warm Support and previous states (Light v2)

Version 20230522 - 22-MAY-2023

- Fix compatibility with Relay To Light and some other drivers (All) - Thanks Rob Riesenbeck

Version 20230322 - 22-MAR-2023

- Improve Daylight Agent Support (Light V2)
- Fix issue with default color capabilities (Light V2) - Thanks John Detoro

Version 20230215 - 15-FEB-2023

- Improve OS 3.3.2 Compatibility (Light V2)
- Modify default color capabilities (Light V2) - Thanks John Detoro

Version 20230210 - 10-FEB-2023

- Add new Quota Tracking Properties (All but Light V1)
- Update Diagnostics and Debug System (All)

Version 20230104 - 04-JAN-2023

- Improved Diagnostics And improve Creation of Bindings (All) - Thanks John Detoro
- Fix Composer Crash related to Current Color Property (Light V2) - Thanks John Detoro

Version 20220825 - 25-AUG-2022

- Enable Low Level Control4 Driver Optimisations. Controller must be rebooted after upgrade for optimisations to become active (All)
- Improve Diagnostics (All)
- Upgrade to our New Documentation System (All)

Version 20220804 - 04-AUG-2022

- Fix Minor Diagnostics bug (All)
- Upgrade Diagnostics System (All)
- Improve Fault detection (All)

Version 20220628 - 28-JUN-2022

- Fixes minor crash in some circumstances whilst polling for new feedback (Agent) - Thanks Anonymous via Diagnostic Submission
- Improve Locale Handling (Light V2)

Version 20220617 - 17-JUN-2022

This is a bugfix / Enhancement release

- Add Error Reporting (ALL)
- Redesign command system, to avoid hitting rate limits (Light V2)

Version 20220602 - 02-JUN-2022

This is a major new release

- Added New Govee Light V2 Driver for OS 3.3.0 or later (Light V2)
- Add Diagnostics and Submit Actions (All)
- Fix BUTTON_LINK (Light V1,Light V2)

It is recommended all users upgrade to Control4 OS 3.3.0 or later and switch to our newer Light V2 Driver

Version 20220216 - 16-FEB-2022

- Update Debugging (all)
- Fix LUA Error During First-Run (Agent)
- Minor cleanup

- Additional Backend Changes
- Fix Scenes in Light

Version 20211112 - 12-NOV-2021

- Further Improve Debugging

Version 20211005 - 05-OCT-2021

- Improve Debugging
- Fix Lua Error

Version 20210705 - 05-JUL-2023

- Initial release