



IFTTT Maker Driver

Installation and Usage Guide

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Overview

IFTTT (an abbreviation of "If This Then That") is a free web-based service that allows users to create chains of simple conditional statements, called "applets", which are triggered based on changes to other web services and products.

IFTTT integration into Control4 allows Control4 to control any of the products or services integrated into IFTTT and have those products also control Control4.

This expands the integration of Control4 to support numerous functions that it natively does not do. We have listed a few examples of what integration can bring to Control4 below and have also stepped through programming some of the ones we feel are useful to a lot of people. Note that this is a small list of things we liked. There are a lot of other things you can do currently (with lots more coming in future to IFTTT) so we suggest you check out the services on the IFTTT website.

We are keen to hear about what cool things you have done with the driver. Let us know via twitter, email or forum post.

Change Log

Version #20181127 - 27-NOV-2018

- Updated documentation

Version #20161203 - 03-DEC-2016

- Improved reconnection algorithm if websocket disconnects
- Removed remaining messages property (this doesn't affect the driver as it doesn't use a pushover application)
- Added new property (TITLE - Output in lower case). If this is set to true then it will convert the title to lower case. This will make programming easier
- Added new property (MESSAGE - Output in lower case). If this is set to true then it will convert the message to lower case. This will make programming easier
- Added new property (TITLE - Words to truncate). This is a comma separated list of words/phrases to truncate e.g. the,lights,thermostat. This will make programming easier
- Added new property (MESSAGE - Words to truncate). This is a comma separated list of words/phrases to truncate e.g. the,lights,thermostat. This will make programming easier

Version #20161026 - 26-OCT-2016

- Added duplicate variables for title and message in number variable format. Will only change if the values are integer only

Version #20160818 - 18-AUG-2016

- Initial Release

Examples

These are some examples of what you can achieve with IFTTT integration to Control4 via the Chowmain IFTTT maker driver.

Outbound Examples (Control4 > IFTTT)

- Control4 can send SMS's via your Android phone (IF app must be downloaded to the phone)
- Control4 can call your phone number and say a message (for security alarms, smoke alarms and other emergencies)
- Control4 can save data about the events in your home in Google docs or Dropbox
- Control4 can save data about the events in your home to IFTTT's daily or weekly email digest
- Control4 can send emails out without 4sight or 3rd party driver
- Control4 can send push notifications out without 4sight or 3rd party driver (using Notifications, Pushbullet or Pushover)
- Control4 can send Skype messages
- Control4 can send Google Glass notifications (with Message, Image URL and URL fields)
- Control4 can send notifications to your Android wear device (requires IF app installed)
- Control4 can send your BMW (Connected Drive Compatible) a message on your car's front screen display (120 characters limited)
- Control4 can find lost items (needs tags) or phones (call your phone)
- Control4 can send your Tesla (EVE enabled) a message (with subject, message and message type fields) on your car's dashboard
- Control4 can turn on or off your GE Smart Appliance and more
- Control4 can tell your Android phone to turn on/off Bluetooth or Wi-Fi (might be useful when you're leaving or coming back home)
- Tell the world via Facebook what your home is up to (might not be a good idea)
- When batteries are low on your Control4 sensors add a reminder to your IOS reminders app

Inbound Examples (IFTTT > Control4)

- Amazon Alexa (Amazon Echo, Tap, etc) can send commands to Control4 via voice recognition to do things like turn lights on, play music, house off and more
- Assissant.ai can send commands to Control4 via voice recognition
- Control4 can read out stock prices or notify you when they raise or lower (requires Chowmain Advanced Announcements Driver)
- Control4 can pause your music and videos when you answer your phone (android only)
- Control4 can read out tweets when someone mentions you on twitter (requires Chowmain Advanced Announcements Driver)
- Control4 can detect if a specific person has entered or left a room/zone using beacons
- iOS Location and Android Location (via the IF app) can tell Control4 when you are approaching or leaving home
- Send a warning to Control4 when something has been picked up or moved (needs wireless tag)
- Your BMW (Connected Drive Compatible) can tell Control4 when it is entering or exiting an area

- Your EVE enabled Tesla car can tell Control4 when it has arrived home, is leaving home or on the way home
- Your Automatic, Zubie or Dash enabled car can tell Control4 when you have turned the car on or off within a certain area
- Your GE, LG and Samsung Smart appliances can tell Control4 when it has been turned on, off, if for example an oven timer is done, if there is a leak in the dishwasher, if the filter needs cleaning, if the dryer cycle has finished, if the fridge door has been left open for too long
- Your Nest Protect smoke alarm can send Control4 smoke emergency, warning and carbon monoxide emergencies
- Your Netatmo Welcome can tell Control4 when a specific person, known person or even an unknown person has been seen or arrives home (facial recognition)
- Your Roost Smart Battery can tell Control4 (via the announcement agent) when its battery is low (Great for smoke alarms)
- Control Control4 via SMS or phone call to IFTTT
- Have Control4 read out your meetings (including subject, body & location) on outlook 365 calendar or Google calendar 15 minutes before the meeting (requires Chowmain Advanced Announcements driver)
- If the temperature (via weather forecast/conditions) changes in your area tell Control4 to do something
- Your Android phone can tell Control4 when it has connected or disconnected to/from a specific Wi-Fi network
- Change the colours of your RGB LED's to your teams colour using the ESPN service when the game starts

How does it work

There are two components to this driver. The driver can send commands to IFTTT via the service event trigger with the following variables;

- Event
- Value 1
- Value 2
- Value 3

This is used for control over any of the IFTTT services (think of Control4 as the 'if' portion of the IFTTT).

The driver can receive commands from IFTTT via a 3rd party service called pushover. You will need to pay a once off small fee (currently \$5.00usd) to utilise the service after 7 days. IFTTT will be programmed to send a push notification to the pushover device (CONTROL4_IFTTT) with title and message as variables to program against. When Control4 receives a new push notification (this will be instant as we communicate via websockets) then it will populate the title and message variable and fire an event. The dealer then does some conditional logic based on the variables to fire the programming actions.

This is used to control Control4 from any of the IFTTT services (think of Control4 as the 'that' portion of the IFTTT).

Disclaimer

This driver integrates and utilises the 3rd party cloud services (Pushover and IFTTT). If these services has any downtime or discontinues Chowmain Ltd cannot be held liable for any damages which may occur due to non service. By using this driver you agree that you will indemnify Chowmain Ltd against any losses, costs, damages, expenses, liabilities, proceedings or demands which may incur as a result of the service unavailability.

Registering for the Pushover Notification Service

Pushover is a notification messaging service that the driver utilises as middleware for messaging from IFTTT back to Control4. It provides us with a cloud service that the driver is consistently connected to so we can notify of a new command instantaneously.

In order for Control4 to receive feedback you need to sign up for a pushover account. If you have one already you can utilise that account's credentials and Control4 will add itself as a new device.

Pushover comes with a 7 day trial. If you want to continue to utilise the service after the 7 days you need to purchase a one-time licence for \$4.99 USD with no monthly fees.

1. Visit <http://pushover.net>

2. Click on **Login or Signup**

Login or Signup

3. Follow the signup procedure to sign up for a new account (take note of the username and password as this is needed for the driver setup)

Signup for a Pushover Account

For an easier registration process, download [Pushover for Android](#) and [iOS](#) and signup right from the app.

E-Mail Address:

Password:

Password (again):

☐ I'm not a robot



By signing up for an account, you agree to our [terms of service](#).

Signup

Proceed to the Registering for the IFTTT Service section

Registering for the IFTTT and adding the Webhooks Service

Before setting up the driver we need to register for IFTTT and also obtain a key so that we can send commands to IFTTT from Control4 to trigger programming for IFTTT integrated products and services.

1. Log in to <http://ifttt.com/join> using the customer's Google or Facebook account or click **Sign Up** to create an account

Get started with IFTTT

 Continue with Google

 Continue with Facebook

Or use your password to [sign up](#) or [sign in](#)

2. Type in your email address and a password and click on **Sign up**

Sign up

Email

Password

☐

Get updates for products available on IFTTT

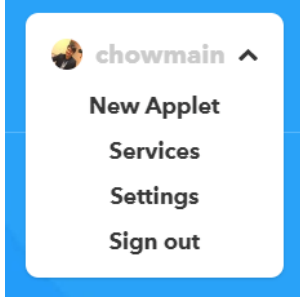
Sign up

3. Follow through the wizard prompts until you finish the wizard
4. Click on the down arrow in the top right corner of the page



Chowmain ▾

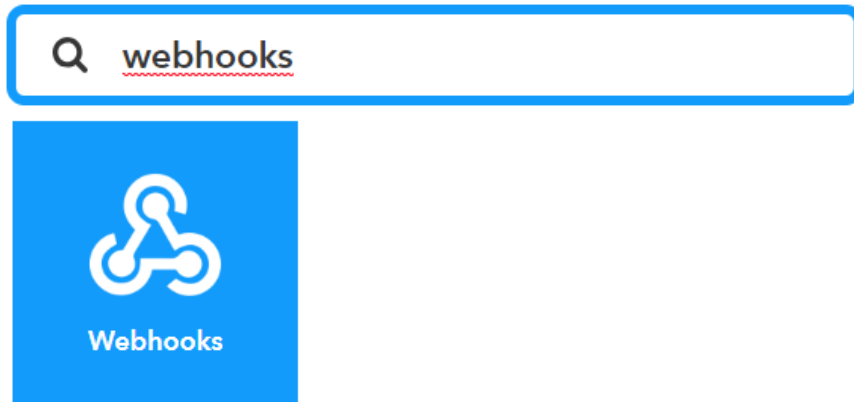
5. Click on **Services**



6. Scroll down and click **All services**

All services

7. Search for **webhooks** and click on the **Webhooks** applet;



8. Click Settings just under your profile in the top right corner of the page



9. Copy the key listed below (you will need this for the driver setup) under **Your key** is:

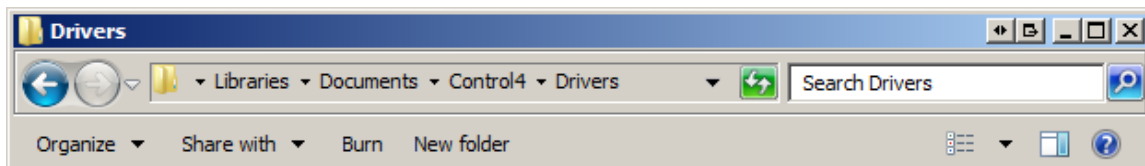
URL: https://maker.ifttt.com/use/nKpdC0n-
cjhZBxnp...
Status: active

Driver Installation

1. The driver you have downloaded will be in a zip file. Double click on this file to open it in your preferred zip program (WinZip, WinRar, etc.).



2. Extract the c4z file to the My Documents\Control4\Drivers directory.
3. If you are using Windows 7 or 8 this will be extracted to the Libraries\Documents\Control4\Drivers directory



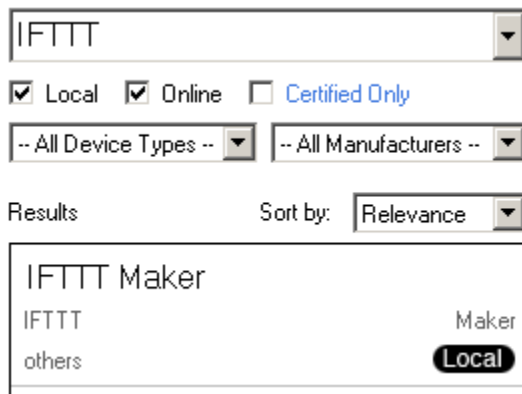
You are now ready to add and configure the driver via the Composer Pro software

Adding the driver to your project

IMPORTANT – Before undertaking the installation of the driver please follow the licensing steps outlined at the end of this document.

IMPORTANT: Please complete the Registering for the Pushover Notification Service and Registering for the IFTTT Service sections first prior to this section. You will need information from those sections during the setup of the driver.

1. Launch the Composer Pro application and connect to your project
2. In the **System Design** page Click on the **Search** tab on the right hand side
3. Type in **IFTTT** in the search bar and press enter



4. Double click on the **IFTTT Maker** driver to add it to your project
5. Highlight the **IFTTT Maker** driver on the left hand side
6. Type in your Pushover username and password and press **Set**



7. If successful then the Pushover Secret field will change to **OBTAINED** and the username and password will clear

| | |
|-----------------|----------|
| Pushover Secret | OBTAINED |
|-----------------|----------|

8. After a few moments the Pushover websocket will change to **CONNECTED**

| | |
|--------------------|-----------|
| Pushover Websocket | CONNECTED |
|--------------------|-----------|

9. Type in your **IFTTT Key** we obtained earlier and press **Set**

| | |
|-----------|-------|
| IFTTT Key | ***** |
|-----------|-------|

10. To make programming easier you can set it up so that the driver will change all letters in the message and/or title to lower case. Set these properties to **True** if you want.

11. To make programming easier you can add comma separated words/phrases that will be truncated in the message and/or message. Note that the words are case sensitive (unless output in lower case is set to true in which case it will be in lower case). Also be careful with other characters like spaces.

| | |
|--------------------------------|----------------------------|
| TITLE - Output in lower case | True |
| TITLE - Words to truncate | the,lights,thermostat,room |
| MESSAGE - Output in lower case | True |
| MESSAGE - Words to truncate | the,lights,thermostat,room |

Congratulations you have done the initial setup of the driver. You will now need to program inbound and outbound based commands.

Purchasing your Pushover licence

Pushover comes with a 7 day trial. If you want to continue to utilise the service after the 7 days you need to purchase a one-time licence for \$4.99 USD with no monthly fees. This gives you up to 7,500 messages per month until the first of the next month when the allowances reset. That is about 10 messages per hour. If you think you will exceed this (which is doubtful) then you can purchase additional messages from the pushover website.

1. Visit <http://pushover.net>
2. Click on the grey menu button in the top right corner of the page
3. Click on **Login or Signup** and login to Pushover
4. When you log in you will see **Your Devices**. Now that you have setup the driver you will notice that there is a **Control4_IFTTT device**.

Your Devices ([Add Your Mobile Device or Desktop](#)) ([View Your Licenses](#))

| Name | Status | Last Synced | Messages Received/Pending |
|--|--|------------------------|---------------------------|
|  Control4_IFTTT | Trial Period (Upgrade Now) | less than a minute ago | 1 received, 0 pending |

5. Click on **Upgrade Now** to purchase a licence
6. You will need to purchase a Desktop licence. Click on the visit our Desktop page link.



Desktop

Your account is **not licensed** for Desktop.

To purchase, [visit our Desktop page](#) and make a credit card or PayPal payment.

7. Click on the **Purchase Pushover for Desktop** link and follow the prompts to buy a licence

Licensing

To purchase a license for Pushover for Desktop for **\$4.99 USD**, click the button below. An invoice will be created that you can pay by credit card or PayPal.

[Purchase Pushover for Desktop](#)

8. Once you have finished paying go back to the main page and you will notice that the status has changed to **Enabled**

Your Devices ([Add Your Mobile Device or Desktop](#)) ([View Your Licenses](#))

| Name | Status | Last Synced | Messages Received/Pending |
|--|---------|------------------------|---------------------------|
|  Control4_IFTTT | Enabled | less than a minute ago | 1 received, 0 pending |

Programming Outbound Commands (Control4 > IFTTT)

Control4 can send commands to IFTTT to trigger devices or services. You will need to complete two parts of programming to achieve this. One part is in Composer and the other part is in IFTTT.

Example 1 – Sending emails through IFTTT

Composer Portion

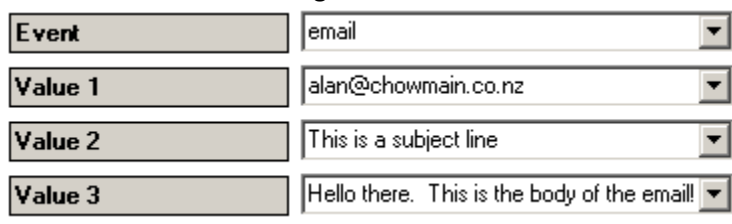
1. Click on the **Programming** Tab
2. Click on the event you want to get an email from
3. Under **Device Actions** click on the **IFTTT Maker** driver
4. Click the radio button next to **Device Specific Command**
5. In the dropdown box click on the **Trigger IFTTT Maker Event**



6. It will prompt you for a few fields to fill out;
 - **Event** – This is a static value that IFTTT looks for. In this case we will use the value **email**
 - **Value 1** – This is a dynamic value that can be used for anything. In this case we will use it for the recipient's **email address**
 - **Value 2** – This is a dynamic value that can be used for anything. In this case we will use it for the email **subject**
 - **Value 3** – This is a dynamic value that can be used for anything. In this case we will use it for the email **body**

NOTE: Value 1, 2 & 3 can use the insert variables inline. This is useful for notification of dynamic information (e.g. the name of whoever armed or disarmed the security system). See the section labelled 'How to use Variables' for details.

7. You should have something that looks like this



8. Drag the action into your script

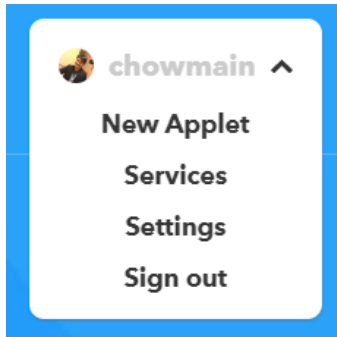
Congratulations you have setup the composer portion. Now you need to setup the IFTTT portion of the code.

IFTTT Portion

1. Log in to <https://ifttt.com>
2. Click on the arrow next to your account in the top right corner of the website



3. Click on **New Applet**



4. Click on **+this**

if
 **this**
then that

5. Type in **webhooks** in the search bar



Choose a service

Step 1 of 6

 webhooks



Webhooks

6. Click on **Webhooks**
7. It will now prompt you for a trigger
8. Click on **Receive a web request**



Choose trigger

Step 2 of 6

Receive a web request

This trigger fires every time the Maker service receives a web request to notify it of an event. For information on triggering events, go to your Maker service settings and then the listed URL (web) or tap your username (mobile)

9. It will now prompt you to complete the trigger fields



Complete trigger fields

Step 2 of 6

10. Type in **email**

Event Name

The name of the event, like "button_pressed" or "front_door_opened"
Create trigger

NOTE: It is important that you type this in exactly the same way you typed it in the composer section

11. Click on **Create trigger**

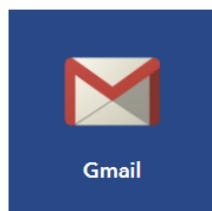
12. Click on **+that**



13. Type in **Gmail** in the search bar and select **Gmail**

Choose action service

Step 3 of 6



14. It will now prompt you for an action



Choose action

Step 4 of 6

15. Click on Send an email

Send an email

This Action will send an email to up to twenty recipients from your Gmail account.

It will now prompt you to complete the action fields

16. Click **Add ingredient** for each section and add the appropriate values;
- To address** = Value1
 - Subject** = Value2
 - Body** = Value3

Note: Your page should look like the image to the right

17. Click **Create Action**



18. Click on the **Finish** button



Congratulations you have successfully setup email with IFTTT and Control4

To address

Accepts up to twenty email addresses, each separated with a space or comma

Add ingredient

CC address

Accepts up to twenty email addresses, each separated with a space or comma

Add ingredient

BCC address

Accepts up to twenty email addresses, each separated with a space or comma

Add ingredient

Subject

Add ingredient

Body

Some HTML ok

Add ingredient

Attachment URL

URL to include as an attachment

Add ingredient

Create action

Example 2 – Have Control4 phone you and notify you of an event verbally

This example will give Control4 the ability to call your mobile cell phone (US only) and have it speak to you.

Composer Portion

1. Click on the Programming Tab
2. Click on the event you want to get a call from
3. Under Device Actions click on the IFTTT Maker driver
4. Click the radio button next to Device Specific Command
5. In the dropdown box click on the Trigger IFTTT Maker Event



6. It will prompt you for a few fields to fill out;
 - **Event** – This is a static value that IFTTT looks for. In this case we will use the value **phone**
 - **Value 1** – This is a dynamic value that can be used for anything. In this case we will use it for the message we want read out via phone call
 - **Value 2** – This is a dynamic value that can be used for anything. In this case we do not use it so leave it blank
 - **Value 3** – This is a dynamic value that can be used for anything. In this case we do not use it so leave it blank

NOTE: Value 1, 2 & 3 can use the insert variables inline. This is useful for notification of dynamic information (e.g. the name of whoever armed or disarmed the security system). See the section labelled ‘How to use Variables’ for details.

7. You should have something that looks like this;



8. Drag the action into your script

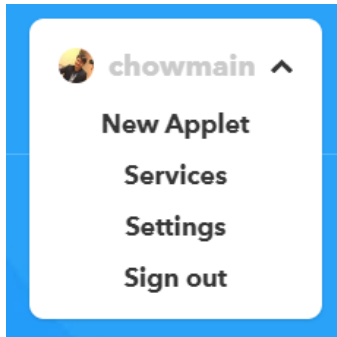
Congratulations you have setup the composer portion. Now you need to setup the IFTTT portion of the code.

IFTTT Portion

1. Log in to <http://ifttt.com>
2. Click on the arrow next to your account



3. Click on **New Applet**



4. Click on **+this**

if
 **this**
then that

5. Type in **Webhooks** in the search bar



Choose a service

Step 1 of 6

 webhooks



Webhooks

6. Click on the **Webhooks** service
7. It will now prompt you for a trigger
Click on **Receive a web request**




Choose trigger

Step 2 of 6

Receive a web request

This trigger fires every time the Maker service receives a web request to notify it of an event. For information on triggering events, go to your Maker service settings and then the listed URL (web) or tap your username (mobile)

- It will now prompt you complete the trigger fields
Type in **phone** (it is important that you type this in exactly the same way you typed it in the composer section)
as the event name



Complete trigger fields

Step 2 of 6

Event Name

The name of the event, like "button_pressed" or "front_door_opened"

Create trigger

- Click on Create Trigger

- Click on **+that**

if

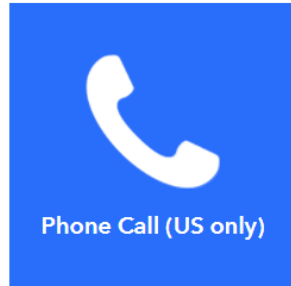
then
 **that**

11. Type in **phone call** in the search bar

Choose action service

Step 3 of 6

 phone call



12. Click on Phone Call (US only)

13. Click on Connect



Connect Phone Call (US only)

Step 3 of 6

This service can trigger Applets when you leave a voicemail at the IFTTT number, or call your phone and leave a message when an Applet runs. Find your phone, get a custom wake up call, receive emergency alerts from home devices, and more. Only US based numbers can connect to this service.

Connect

14. It will now prompt you for your phone number. Please type this in and click on Send PIN. You should receive a phone call with a PIN



Connect Phone Call (US only)

Enter the phone number you would like to use for all of your Phone Call Applets. Only US based numbers are supported.

Your phone number

Send PIN

15. Once you have received the pin type it in

16. Click on **Continue** to the next step



Continue to the next step

17. It will now prompt you to choose an action



Choose an Action

Call my phone

This Action will call your phone number and say a message.

18. Click on **Call my phone**

19. Type in **{{Value1}}** in the **Message to say** field (Note case sensitive)



Complete Action Fields

step 6 of 7

Call my phone



Message to say

{{Value1}}



20. Click on **Create Action**

Create action

21. Click on the **Finish** button

Finish

Congratulations you have successfully added the ability for Control4 to call your via IFTTT.

Programming Inbound Commands

IFTTT can send commands to Control4 to trigger programming on Control4 to turn devices on/off, playback music, open doors or anything you can dream of. You will need to complete two parts of programming to achieve this. One part is in IFTTT and the other part is in Control4.

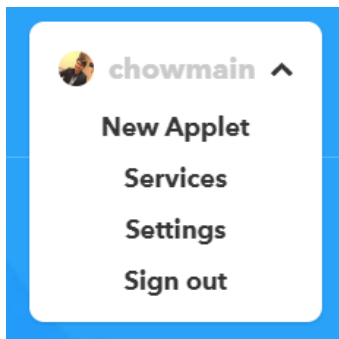
Example 1 – Using Amazon Alexa (Echo) to turn your house off

IFTTT Portion

1. Log in to <https://ifttt.com>
2. Click on the down arrow in the top right corner of the page



3. Click on **New Applet**

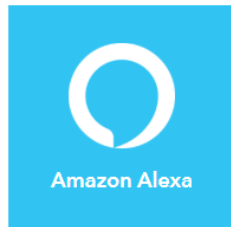


4. Click on **+this**

if
 **this**
then that

5. Scroll down and click **All services**
[All services](#)

6. Search for **Alexa** and click on **Amazon Alexa**



7. Click on **Say a specific phrase**

Say a specific phrase

This trigger fires every time you say "Alexa trigger" + the phrase that you have defined. For instance, if you set "party time" as the phrase, you can say "Alexa trigger party time" to have your lights loop colors. Please use lower-case only.

8. Type in a phrase that you want Alexa to detect. Here we are using **house all off**

Note: *this has to be all lower case*

Complete trigger fields

Step 2 of 6

What phrase?

Use lower-case characters only

Create trigger

9. Click **Create trigger**

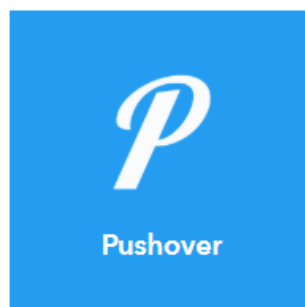
10. Click on **+that**



11. Type in **pushover** in the search bar

Choose action service

Step 3 of 6



12. Click **Pushover**

13. It will now prompt you for an Action
Click on **Send a Pushover notification**

Send a Pushover notification

This Action will generate a Pushover notification to your subscribed devices

It will now prompt you to complete the action fields

14. The **Title** will be used in Control4 as the primary variable. In this case type in **house**

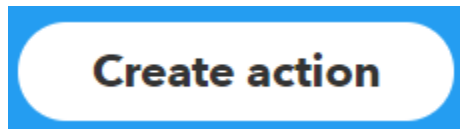
NOTE: this is case sensitive so please type this in exactly the same as how you will in composer

15. The **Message** will be used in Control4 as a secondary variable In this case type in **all off**

NOTE: this is case sensitive so please type this in exactly the same as how you will in Composer.

16. In the **Device** dropdown click on **Control4_IFTTT**

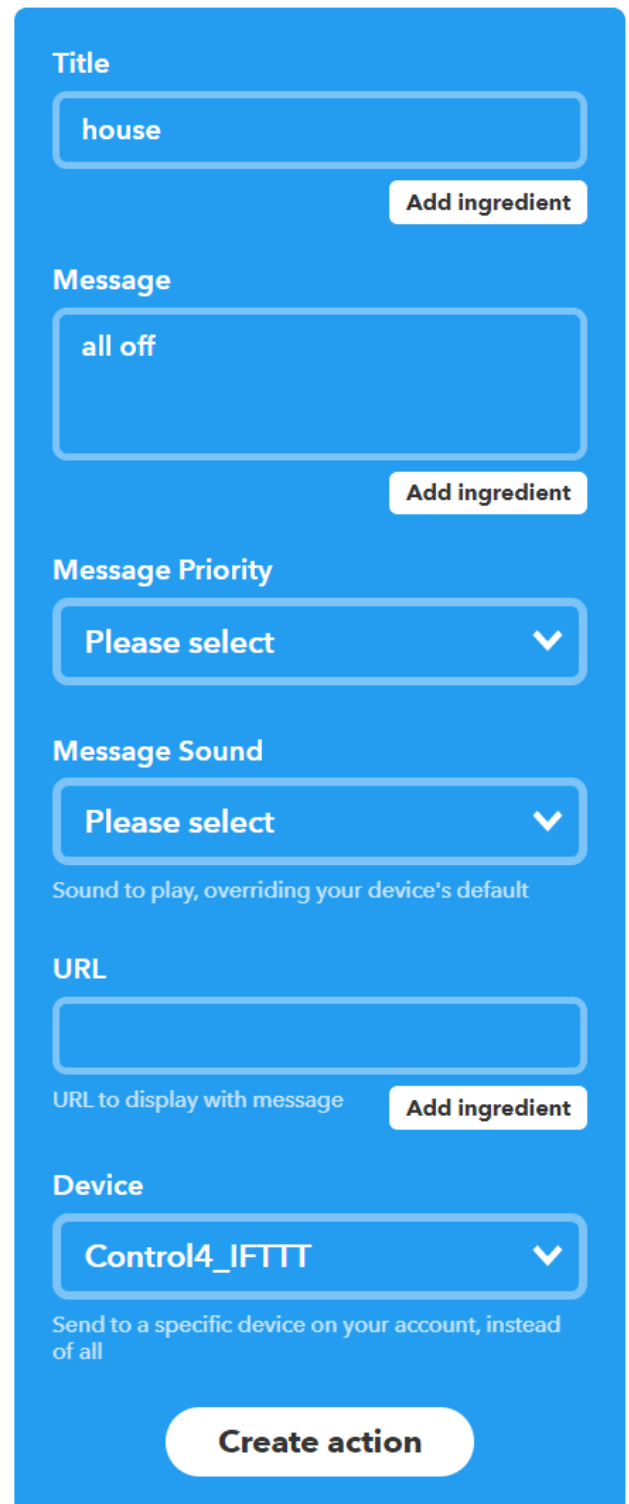
17. Click on **Create Action**



18. Click on **Finish**



Congratulations you have setup the IFTTT portion.
Now you need to setup the composer portion of the code.

A blue form with white text and input fields. It contains sections for Title, Message, Message Priority, Message Sound, URL, and Device. Each section has a dropdown menu or text input field, and each section except the last one has an "Add ingredient" button. The form ends with a "Create action" button.

Title

Add ingredient

Message

Add ingredient

Message Priority

Please select ▼

Message Sound

Please select ▼

Sound to play, overriding your device's default

URL

URL to display with message Add ingredient

Device

Control4_IFTTT ▼

Send to a specific device on your account, instead of all

Create action

Composer Portion

1. Click on the **Programming** Tab
2. Under Device Events click on the **IFTTT Maker** Driver
3. Click the radio button next to **IFTTT Action Detected**
4. On the Device Actions side click on the + symbol next to the **IFTTT Maker** Device action to expand it



5. Highlight **Last Title**
6. Click on the **Conditionals** tab
7. Type in the title we set earlier (in this case it was **house**)

 Is

8. Drag the **Question** mark over to your script
9. Highlight **Last Message**




10. Click on the **Conditionals** tab

11. Type in the message we set earlier (in this case it was **all off**)

 Is

12. Drag the **question mark** over to your script and place it inside the first conditional
13. Select the actions or macro's you want to fire and drag it into the second conditional. Your script should look something like this.

IFTTT Action Detected

 If Development->IFTTT Maker->Last Title EQUAL TO house
 If Development->IFTTT Maker->Last Message EQUAL TO all off
 Execute Macro 'All Off'

14. Note that the question marks and arrows are indented from the left. If they are indented it means that they are executed when that condition is true. This is important.

Congratulations you have successfully setup Amazon Alexa (Echo) with IFTTT and Control4.

Test it out by saying, “Alexa Trigger house all off”.

Example 3 – Using your phone’s GPS location to trigger programming as you approach or leave a location

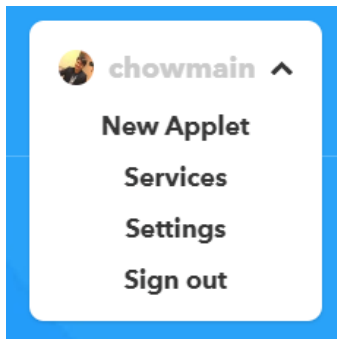
Note: You will need to install the IF app for IOS or android and allow the app to access your location prior to the following the steps in this example

IFTTT Portion

1. Log in to <https://ifttt.com>
2. Click on the arrow next to your account



3. Click on **New Applet**



4. Click on **+this**

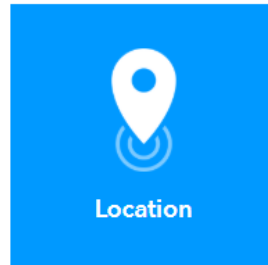
if
 **this**
then that

5. Type in **location** in the search bar and click on Location



Choose a service

Step 1 of 6



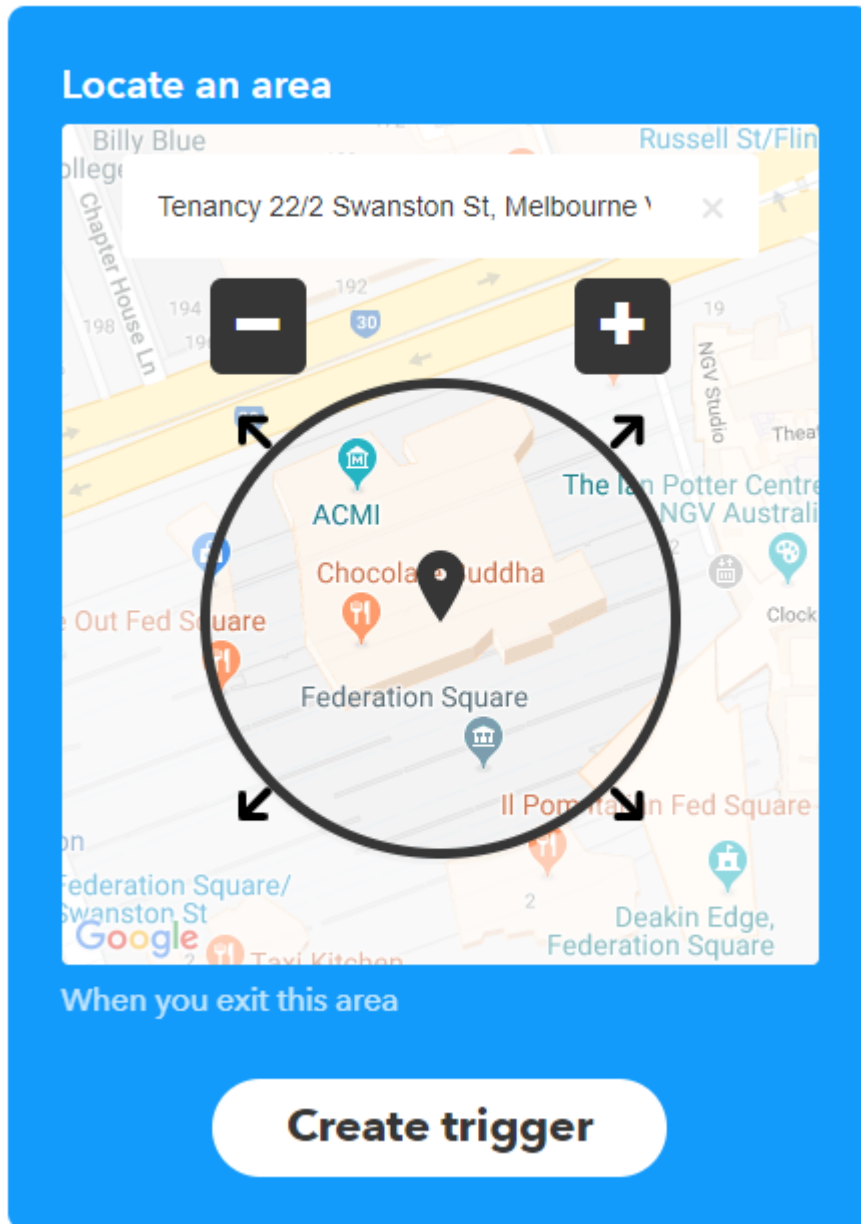
6. It will now prompt you for an Action
In this example we will use **You exit an area**

You exit an area

This Trigger fires every time
you exit an area you specify.

- Now locate and set the area you want

Note: It is recommended that you do a larger area (using the – and + symbols) so it will react on time when entering



- Click on **Create trigger**

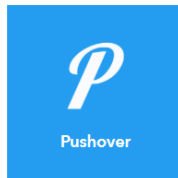
9. Click on **+that**



10. Type in **pushover** in the search bar

Choose action service

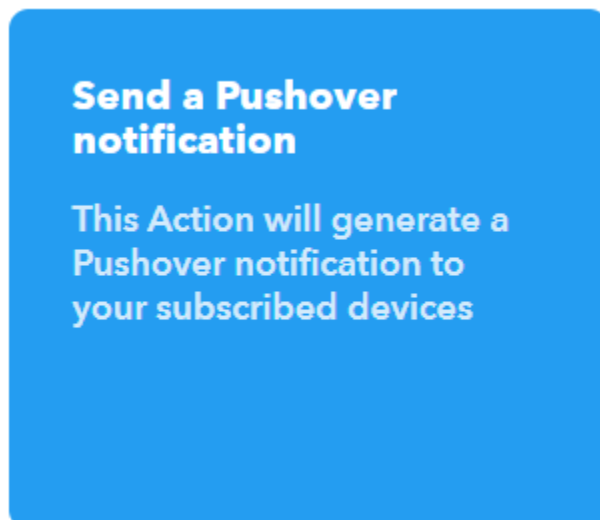
Step 3 of 6



11. Click **Pushover**

12. It will now prompt you for an Action

Click on **Send a Pushover notification**



It will now prompt you to complete the action fields

13. The **Title** will be used in Control4 as the primary variable
In this case type in **house**

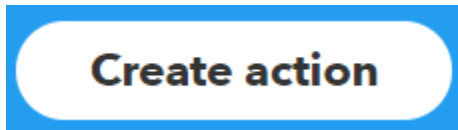
***NOTE:** this is case sensitive so please type this in exactly the same as how you will in composer*

14. The **Message** will be used in Control4 as a secondary variable. In this case type in **all off**

***NOTE:** this is case sensitive so please type this in exactly the same as how you will in composer*

15. In the **Device** dropdown click on **Control4_IFTTT**

16. Click on **Create Action**



17. Click on **Finish**



Congratulations you have setup the IFTTT portion.
Now you need to setup the composer portion of the code.

Title

house

Add ingredient

Message

all off

Add ingredient

Message Priority

Please select

▼

Message Sound

Please select

▼

Sound to play, overriding your device's default

URL

URL to display with message

Add ingredient

Device

Control4_IFTTT

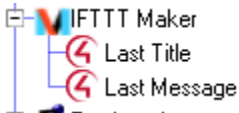
▼

Send to a specific device on your account, instead of all

Create action

Composer Portion

1. Click on the **Programming** Tab
2. Under Device Events click on the **IFTTT Maker** Driver
3. Click on the radio button next to **IFTTT Action Detected**
4. On the Device Actions side click on the + symbol next to the **IFTTT Maker** Device action to expand it



5. Highlight **Last Title**
6. Click on the **Conditionals** tab
7. Type in the title we set earlier (in this case it was **house**)

 Is

8. Drag the **question mark** over to your script
9. Highlight **Last Message**
10. Click on the **Conditionals** tab
11. Type in the message we set earlier (in this case it was **all off**)

 Is

12. Drag the **question mark** over to your script and place it inside the first conditional

13. Select the actions or macro's you want to fire and drag it into the second conditional. Your script should look something like this

IFTTT Action Detected

- ? If Development->IFTTT Maker->Last Title EQUAL TO house
 - ? If Development->IFTTT Maker->Last Message EQUAL TO all off
 - ➡ Execute Macro 'All Off'

14. Note that the question marks and arrows are indented from the left. If they are indented it means that they are executed when that condition is true. This is important.

Congratulations you have successfully setup Geo-fencing based locations with IFTTT and Control4. Test it out by entering and exiting the location specified.

Example 4 – Have your house read out twitter tweets to you

This example will read twitter tweets out to you when someone mentions you in a tweet. Note that IFTTT will sync with twitter and similar services every 15 minutes so Control4 will not read out the tweet until IFTTT syncs.

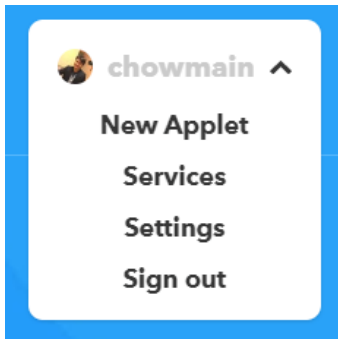
NOTE: This example requires the use of the Chowmain Advanced Announcements driver for Control4.

IFTTT Portion

1. Log in to <https://ifttt.com>
2. Click on the down arrow in the top right corner of the page



3. Click on **New Applet**



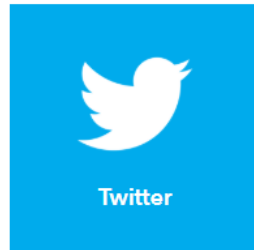
4. Click on **+this**

if
 **this**
then that

5. Search for **twitter** and click on **Twitter**

Choose a service

Step 1 of 6



6. Click on **Connect**



7. Authorise IFTTT to use your Twitter account



[Sign up for Twitter >](#)

Authorise IFTTT to use your account?

☐ Remember me - [Forgotten your password?](#)

Authorise app

Cancel



IFTTT

By IFTTT Inc
ifttt.com

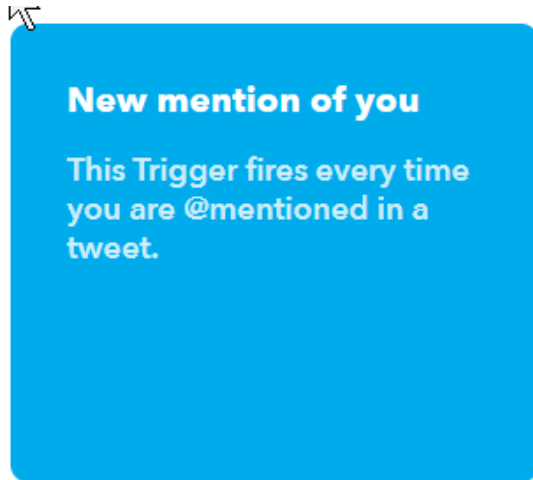
Do more with the services
you love

[Privacy Policy](#)

[Terms and Conditions](#)

8. It will now prompt you for a trigger

9. Click on **New mention of you**



10. Click on **+that**



11. Type in **pushover** in the search bar

Choose action service

Step 3 of 6



12. Click on **Pushover**

13. It will now prompt you for an Action. Click on **Send a Pushover notification**

Send a Pushover notification

This Action will generate a Pushover notification to your subscribed devices

It will now prompt you to complete the action fields

14. The **Title** will be used in Control4 as the primary variable. In this case type in **twitter**

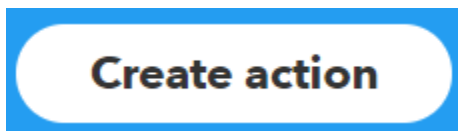
NOTE: this is case sensitive so please type this in exactly the same as how you will in composer

15. The **Message** will be used in Control4 as a secondary variable. In this case type in **{{TweetEmbedCode}}** which will embed the tweet into the message

NOTE: this is twitters variable. It has to be exactly as written above. You can see their variables by clicking on them on the text field. They are all encapsulated in double curly brackets {{ }}.

16. In the **Device** dropdown click on **Control4_IFTTT**

17. Click on **Create Action**



18. Click **Finish**



Congratulations you have setup the IFTTT portion. Now you need to setup the composer portion of the code.

Title

twitter

Add ingredient

Message

TweetEmbedCode

Add ingredient

Message Priority

Please select

Message Sound

Please select

Sound to play, overriding your device's default

URL

URL to display with message

Add ingredient

Device

Control4_IFTTT

Send to a specific device on your account, instead of all

Create action

Composer Portion

NOTE: This portion assumes that you have already installed and configured the Chowmain Advanced Announcements driver as per the Advanced Announcements installation guide in particular the section labelled **Creating an announcement**.

1. Click on the **Programming** Tab
2. Under Device Events click on the **IFTTT Maker** Driver
3. Click on the radio button next to **IFTTT Action Detected**
4. On the Device Actions side click on the + symbol next to the **IFTTT Maker** Device action to expand it

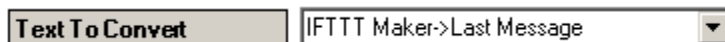


5. Highlight **Last Title**
6. Click on the **Conditionals** tab
7. Type in the title we set earlier (in this case it was **house**)
8. Drag the **Question** mark over to your script
9. On the Device Actions side highlight the **Advanced Announcements** driver
10. Click on the Radio Button labelled **Device Specific Command**
11. Select the text to speech service you want to use (in this case we're using VoiceRSS)

 **Device Specific Command**



12. In the Text to Convert dropdown click on **IFTTT Maker->Last Message**



13. Click on the Voice/Language you want to use

Voice English (Australia) ▼

14. Set the speed of the voice (we recommend 0)

Speed 0

15. Drag the arrow into the conditional in your script. It should look similar to this (note that it is indented this means it will fire if the conditional is true)



IFTTT Action Detected



If Development -> IFTTT Maker -> Last Title EQUAL TO twitter



Convert IFTTT Maker -> Last Message to speech using www.voicerss.org with voice English (Australia) at speed 0

22. On the events side of the screen click on the **Advanced Announcements** driver

23. Click on the event **WAV file Created**

24. Under the actions side click on the **Announcement** action

25. Click on **Advanced Announcement** from the Announcements list

26. Drag the green arrow into the script section



WAV file Created

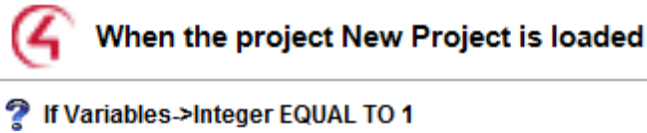


Execute Announcement 'Advanced Announcement'

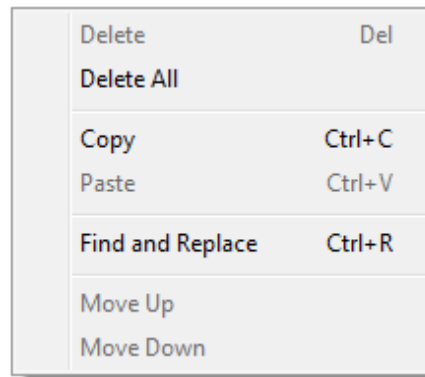
Congratulations you have successfully setup Twitter with IFTTT and Control4. Test it out by mentioning your twitter handle in a tweet.

How to use variables

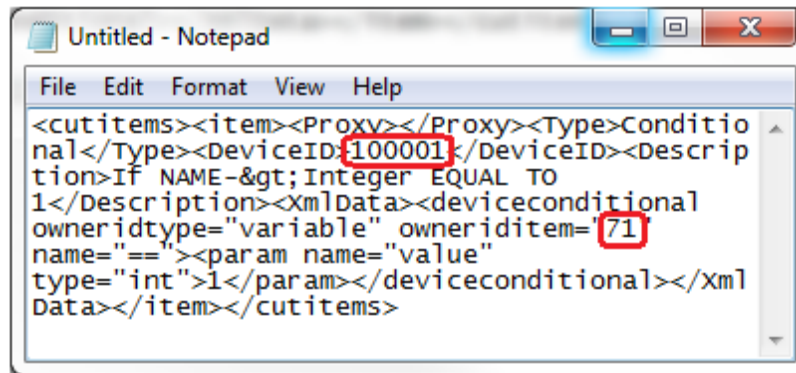
1. In the programming tab create an action with the variable you want to get



2. Right click and click on Copy



3. Open a text editor (notepad is available on all versions of windows) and paste the copied content



4. Take note of the DeviceID and the owneriditem numbers (the above example is 100001 and 71)
5. Follow the steps in the section of the document labelled 'Sending an email'. To use the parameter type in PARAM{x,y} where x is the DeviceID and Y is the owneriditem (variable id)

E.g. "The current lighting level is PARAM{100001,71} percent."

Troubleshooting

You may encounter some problems whilst setting up your various triggers on IFTTT. Since there are multiple components to this driver it is easier to break down the communications flow to see where the problem may lie.

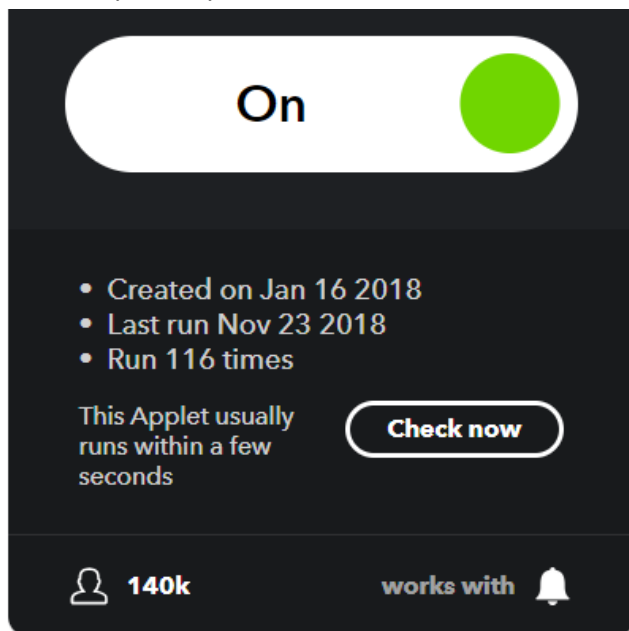
Checking to see if your IF applet has run

Your IFTTT applets communicate with various services and products to satisfy a specific condition. If the condition is met the applet should run. You can check to see if it is run by performing the following steps.

1. Log in to <https://ifttt.com>
2. Click on **My Applets** at the top of the page



3. Scroll down and click on the applet you want to check
4. Down the bottom of the applet you will have statistics on when you created the applet, when it was last run and how many times you've run it



Checking the Pushover website

IFTTT will send your Pushover service a notification. When received, Pushover will notify Control4 via the websocket connection that it has a new message.

1. Log into <http://pushover.net>
2. On the main page, under the section **Your Devices**, you should see **Control4_FTTT**

| Name | Status | Last Synced | Messages Received/Pending |
|--|---------|------------------------|---------------------------|
|  Control4_IFTTT | Enabled | less than a minute ago | 25 received, 0 pending |

- a. If there is no **Control4_IFTTT** device then it has been deleted or has never been setup.
- b. Please follow the driver installation steps again to re-setup.

There are two important pieces of information under **Your Devices**.

- **Last Synced** – Tells you when Control4 last downloaded the messages
- **Message Received / Pending** – Tells you how many messages have been received and how many are left on the server. If the driver is setup correctly you should never have any pending messages.

| Name | Status | Last Synced | Messages Received/Pending |
|--|---------|------------------------|---------------------------|
|  Control4_IFTTT | Enabled | less than a minute ago | 25 received, 0 pending |

Checking the driver for the last Pushover notification

IFTTT will send your Pushover service a notification. When received, Pushover will notify Control4 via the websocket connection that it has a new message and Control4 will perform a HTTP GET request to download all messages from the server before deleting them. There are several key components to this.

3. The Pushover Websocket should always say CONNECTED

| | |
|--------------------|-----------|
| Pushover Websocket | CONNECTED |
|--------------------|-----------|

4. The Last Pushover Title and Last Pushover Message will reflect the last notification the driver received

| | |
|-----------------------|--|
| Last Pushover Title | Wed Aug 17 13:23:08 2016 - HOUSE ALL OFF |
| Last Pushover Message | Wed Aug 17 13:23:08 2016 - blah |

5. If in doubt you can always type in the username and password again for the driver to re-setup the Control4_IFTTT device

Making sure you have programmed inbound control correctly

Inbound control comes via Pushover to the driver. The driver will set both the TITLE and MESSAGE variables before firing the IFTTT Action Detected event.

DO NOT ADD PROGRAMMING TO THE VARIABLES CHANGES EVENTS. Your programming will not function properly if you do so.

Making sure you have programmed outbound control correctly

Outbound control goes via the IFTTT service. The driver will send the event, variables and IFTTT key to the server. Please make sure the IFTTT key is correct. See the section on Registering the IFTTT service for more information

You can see the last message sent via the Last IFTTT Message property. Note this property is not an indication that it has been successfully delivered to IFTTT. You should see the troubleshooting step titled 'Checking to see if your IF Applet has run to ensure it has been received.

| | |
|--------------------|--|
| Last IFTTT Message | Wed Aug 17 16:13:27 2016 - email - alan@chowmain.co.nz - T |
|--------------------|--|

Licensing

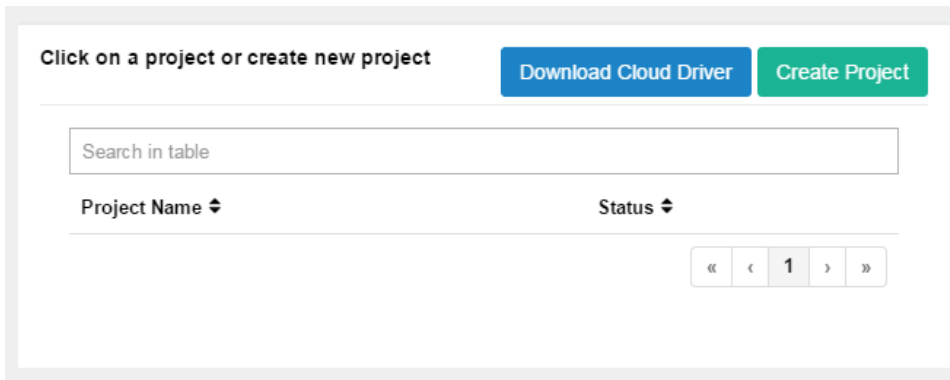
Chowmain drivers require a valid licence to use the driver. Drivers can be purchased from our distributor [driverCentral](#) however all Chowmain drivers come with a 7 day trial. We recommend that prior to purchasing a driver that you test the driver out to ensure that it will work with your hardware and will meet your requirements. The licensing procedure is broken down into 4 steps. A summary of the steps are below along however we have also provided detailed steps if the summary is not sufficient.

Summary

1. Create your project on the driverCentral.io website (This will generate a specific token which you will use in the next step)
2. Download, install and activate the driverCentral cloud driver in your project (Only once per project. Use the token generated in step 1)
3. (Optional) To try a driver, simply download it and install it in your project
4. To purchase a driver:
 - a. On driverCentral, purchase a license and register it to your project
 - b. If the driver is not already installed in your project, download it and install it
 - c. If necessary, use the cloud driver's Action: "Check Drivers" to force licence download to the project

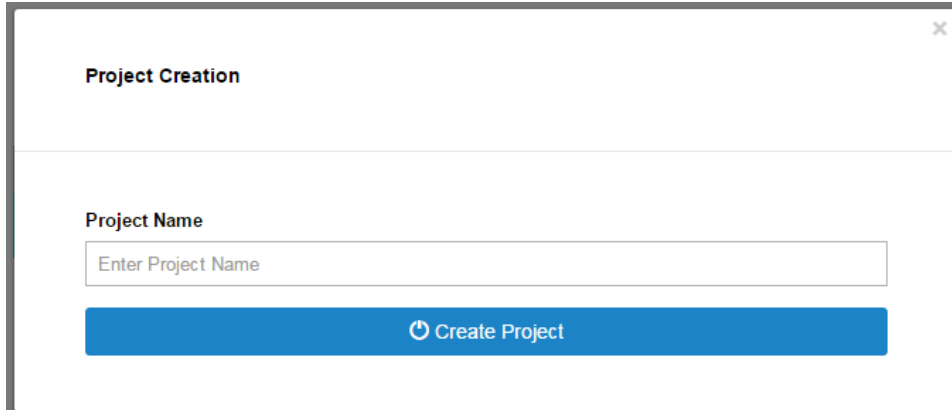
STEP 1 - Creating your project on driverCentral

1. Log in to <http://www.drivercentral.io>
2. Visit the Project Portal
3. Click on Create Project



The screenshot shows the driverCentral Project Portal interface. At the top, there is a header with the text "Click on a project or create new project" and two buttons: "Download Cloud Driver" (blue) and "Create Project" (green). Below the header is a search bar with the placeholder text "Search in table". Under the search bar, there are two columns: "Project Name" and "Status", both with a dropdown arrow. At the bottom right, there is a pagination control showing "«", "<", "1", ">", and "»".

- It will prompt you for a project name. Type in a meaningful name for your customer's project



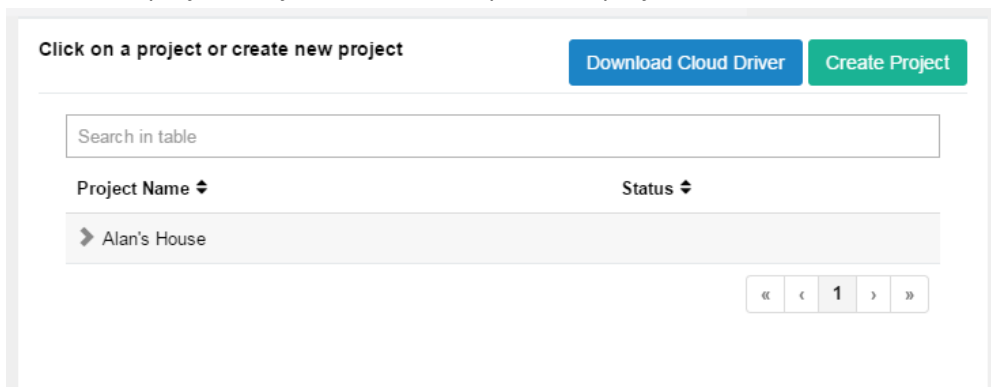
Project Creation

Project Name

Enter Project Name

Create Project

- Click on Create Project
- Click on the project we just created to expand the project



Click on a project or create new project

Download Cloud Driver Create Project

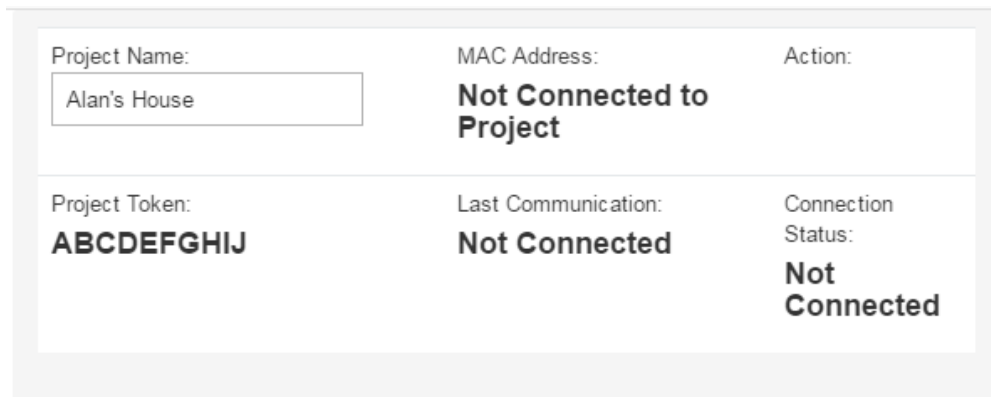
Search in table

Project Name Status

» Alan's House

« < 1 > »

- Take note of the Project Token as this will be used in STEP 3 when we install the driverCentral cloud driver



| | | |
|-------------------------------------|---|--|
| Project Name: Alan's House | MAC Address: Not Connected to Project | Action: |
| Project Token: ABCDEFGHIJ | Last Communication: Not Connected | Connection Status: Not Connected |

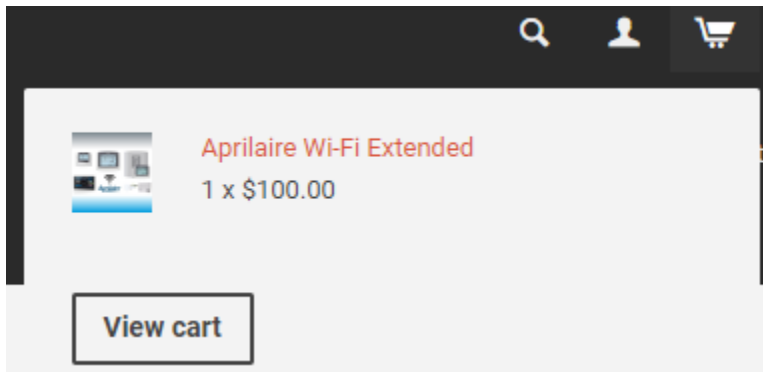
STEP 2 –Purchase driver licence

1. Visit <https://www.drivercentral.io/chowmain-ltd/> and find the product/driver you want to purchase a licence for

2. Click on the Add to Cart button

ADD TO CART

3. Click on the Shopping Cart icon in the top right corner and click on View cart




4. Confirm that your order is correct and click on Proceed to checkout

Proceed to checkout

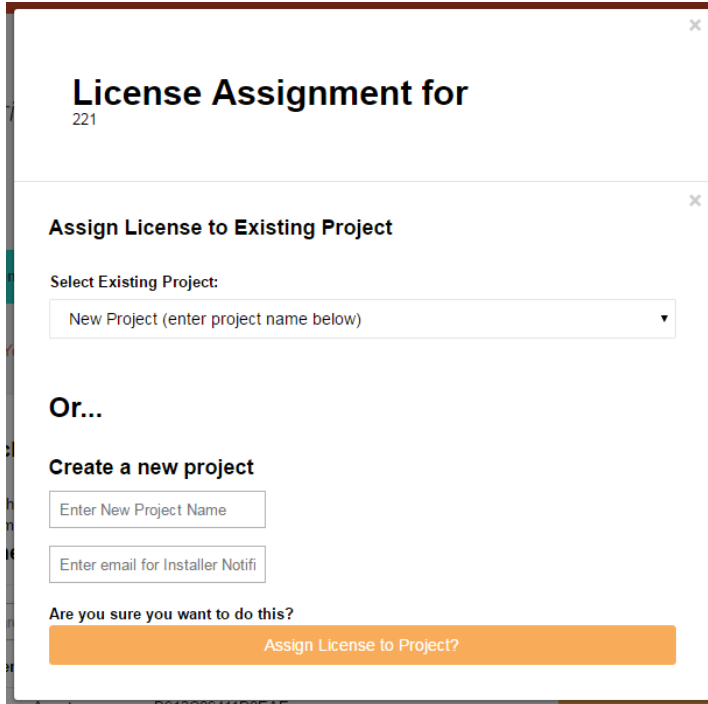
5. Follow the prompts and click on Submit my Order

SUBMIT MY ORDER

6. This will take you to PayPal for payment
7. Pay via PayPal. It will automatically return to the marketplace when confirmed
8. You will now be at a page where you can see your purchased licence

| License Name | License Key | Project Assigned | Action |
|---|-------------|------------------|-----------------------------------|
|  | | | Assign to Project |

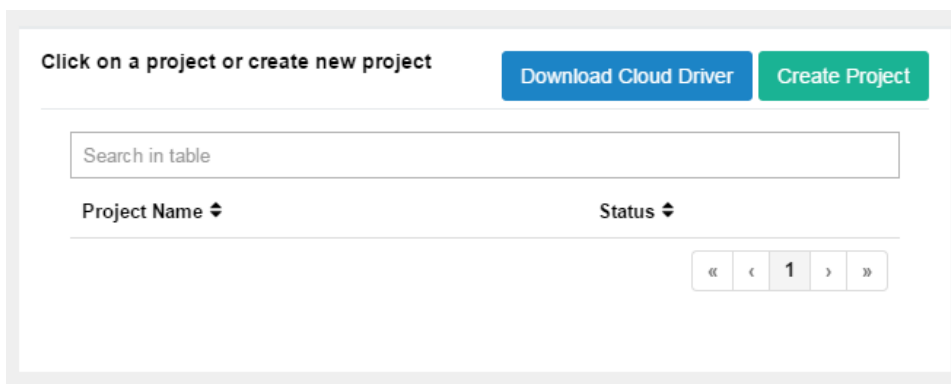
9. From here assign the licence to the project we created or if you did not follow that step create a new project



STEP 3 – Install and activate the driverCentral cloud driver

NOTE: Only one instance of the driverCentral cloud driver installed per project. Do not install additional cloud drivers.

10. Log in to <http://www.drivercentral.io>
11. Visit the Project Portal
12. Click on Download Cloud Driver



13. Copy the C4Z driver to My Documents\Control4\Drivers directory
14. Add the driver to your project

15. Click on the driver to view it's properties

| | |
|---------------------|--|
| Cloud Status | Please enter cloud project token below... |
| Project Information | (1) Total, (0) Licensed, (0) Trials, (1) Expired, (0) Updates. |
| Driver Version | 1001 |
| Project Token | <input type="text"/> |
| | Project token from driverCentral.io project portal |
| Driver Actions | <input type="button" value="v"/> |
| Debug Mode | Off <input type="button" value="v"/> |

16. Type in the project token we took note of in STEP 1

17. Click on the Actions tab

18. Click on Check Drivers

STEP 4 – Install Chowmain driver

19. Install the Chowmain driver

20. You will notice that the Activation Status reflects a Licence Activated state

21. Any driver that does not have a purchased licence will have a trial license activated via the marketplace.

22. **Note:** that there is no way to reactivate the trial so please use wisely

23. If you do not then press the Check Drivers action in the driverCentral Cloud driver again

| | |
|--------------------|---|
| Activation Status | Update Available!!! License Activated |
| Driver Version | 1002 |
| Driver Information | Navigate to connections tab and make serial binding |
| Automatic Updates | Off <input type="button" value="v"/> |