

Driver – FridayForge Gate UI Tile Virtual

version 1.0.1

Driver

This release note is for the Crestron driver FridayForge_Gate.

This driver is the FridayForge Gate tile. It shows the state of a gate on a tile page with Open, Pedestrian, Close and Stop buttons. Each press raises a Crestron Home event that the installer connects to the real gate controller in Actions & Events.

Notes and Recommendations

The tile does not move anything itself. When a button is pressed it shows Opening or Closing, and after the travel time it shows the end state. Use the **Set State** actions to tell the tile what a sensor or limit switch reports; this replaces the timed guess and raises no event.

The driver works free for 2 hours after the processor starts. To keep using it, install the FridayForge License Manager and buy a licence for this driver at forgedbyfriday.com. A licensed driver keeps working only while the License Manager is installed and running on the same processor. While the driver is locked its buttons are hidden and it ignores presses and actions.

System Requirements and Dependencies

- Crestron Home OS 4.x with extension-device (UI tile) support

Installation/Upgrade Instructions

Installation

- Copy the .pkg file to the Crestron Home Configurator and install it (Settings > Drivers).
- Add the device in the Configurator and fill in the installer settings below. The tile needs no network address.
- Assign the tile to its room. In Actions & Events, use the tile's events as triggers and its actions as outputs.
- **After you install a newer version of the driver, you do not need to remove it.** If the update adds new settings, Crestron Home asks the installer to review them before the driver comes back online.

Installer Settings

Setting	Description
Show on Room Page	Show the tile on its room's page. Default: on.
Show on Home Page	Also show the tile on the Home page. Default: off.
Tile Title	Title shown at the top of the tile page. Default: Gate.
Tile Icon	Icon on the room/home tile. Default: icGateClosedDisabled.
Open Button Label	Blank hides the button. Default: Open.

Pedestrian Button Label	Partial-open button for foot traffic. Blank hides the button. Default: Pedestrian.
Close Button Label	Blank hides the button. Default: Close.
Stop Button Label	Blank hides the button. Default: Stop.
Left-Open Alert (minutes)	Raise the Left Open Too Long event when the gate has been open or partly open this long. 0 turns the alert off. Default: 0.
Travel Time (seconds)	How long the gate takes to move. After this the tile shows the end state. 0 changes the state at once. Default: 20.
Debug Log	Troubleshooting only. Adds more detail to the driver log used in FridayForge support reports. Default: off.
CH Icon Reference	A link to Crestron's list of valid icon names, for the icon settings.

Using Driver Events in Sequences

Event	Raised when
Open – Pressed	Open is pressed on the tile or by the Open – Press action.
Pedestrian – Pressed	Pedestrian is pressed on the tile or by the Pedestrian – Press action.
Close – Pressed	Close is pressed on the tile or by the Close – Press action.
Stop – Pressed	Stop is pressed on the tile or by the Stop – Press action.
Reached Open (travel time)	The travel time ends after an Open.
Reached Pedestrian (travel time)	The travel time ends after a Pedestrian.
Reached Closed (travel time)	The travel time ends after a Close.
Left Open Too Long	The gate has been open or partly open for the left-open alert time.

Actions: **Open – Press**, **Pedestrian – Press**, **Close – Press**, **Stop – Press**, **Set State – Open** and **Set State – Closed**.

End-User Experience

What Appears in Crestron Home

Item	Description
Gate tile	One tile with a page that shows the gate state and its buttons.

Tile Pages

The tile shows Open, Partly open, Closed, Opening, Closing, Stopped or Unknown. The page shows the same in a state line, and the button for the current state is marked with an arrow.

Limitations/Known Issues

- The driver raises events only; the real gate controller must be connected in Actions & Events.
- Without limit switches, the tile shows the end state from the travel time, not from the gate itself.
- The state is Unknown after the processor starts until a button is pressed or a Set State action runs.

Supported Features

- Open, Pedestrian, Close and Stop buttons with state feedback
- Opening, Closing, Open, Partly open, Closed and Stopped states
- Travel-time and left-open alert events
- Set State actions for limit-switch feedback
- Blank labels hide buttons

Test Environment

- Crestron Home OS 4.x

Supported Models

- FridayForge Gate Tile

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Version History

1.0.1 2026-10-31

Changes since Last Version

New Features

- Initial release

Licensing and Copyright Information

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