WCM-D Instruction Manual



The WCM-D allows Custom & Third Party Switch Plates to be used in place of a standard Rako wired wall panels (WCM). The WCM-D will fit inside a single gang back box. Up to nine switch inputs can be taken per WCM-D. The switch plate can be formed of Latching or Momentary Action switches which have short wires to terminals on the WCM-D.

Wiring Switches to the WCM



The WCM-D is wired into 2 pluggable sets of terminals. The 8 way terminal block connects to the Rako wired network formed of cat5/cat6 cable with cable allocations as set out above.

The 10 way terminal block is used to wire up to nine 3rd party switch panels into the WCM-D. Inputs A-F are used by pairing with either of the "Common 1" terminals and "E-J" with the "Common 2" terminals.

NB

Input J cannot be wired to a switch it is used for setup purposes only.

Terminating the WCM-D

End of line termination

When the WCM-D is at the "end of line" position a resistor termination is required. This is provided with the WCM-D. The resistor is placed between the Blue and the Blue/White.

Star termination

When used in conjunction with a RAK-Star a star termination is required. It should be wired as follows:



See RAK-STAR user manual for when to use star termination.

Setting up the WCM-D

- First open Rasoft Pro and ensure an WA/WTC Bridge is successfully connected (see wired programing guide for details).
- Short either of the two "Common 2" inputs with E/J to give a continuous J input for 3 or 4 seconds (when the WCM-D successfully enters set-up mode the LED will begin to blink).
- If the installation is correct a pop up box will appear in Rasoft Pro. If no pop up box appears there is most likely an error in the wiring of the Rako Wired Network.
- Enter a suitable name and assign the local room

Programming the WCM-D inputs

Example programming for a momentary wiring configuration:

	Room				
		Mappings* Extras	Data Transfer		
Mappings	Inputs	Mapping Options	Output Action		
1 - A -> Scene 1	A	🗹 Enabled	Room:		
2 - B -> Scene 2	Normal		Local Room		0
3 - C -> Scene 3	В	Send Stop On Release	Channel:		
4 - Disabled	ICNORE		All Channels		0
6 - Disabled	C	Trigger on Make	Action:		
7 - Disabled	ICNORE	Input Longer than	Scene		0
8 - Disabled	D	input Longer than			
9 - Disabled	sabled IGNORE Input Lon sabled D bisabled IGNORE				
10 - Disabled	IGNORE	Yopporproved			
11 - Disabled	E		Scene	Scene 1	
12 - Disabled	IGNORE	0 🗘 Seconds			
13 - Disabled	- E		Fade	Rate	
14 - Disabled	and the second second	Don't Undate Previous Room			
15 - Disabled	IGNORE	_ boint opaate methods hooin	1.01	🗹 Use Default Value	
16 - Disabled	G				
17 - Disabled	IGNORE				
18 - Disabled	H		Torrelation		

Above is an example of how a three way momentary switch would be programmed when wired in to inputs A,B and C of a WCM-D.

Mappings* Extras Data Transfer Mappings Inputs Mapping Options Output Action 1 - A -> Scene 1 A Inputs Imputs 2 - A RLS -> Off A IGNORE Send Stop On Release Local Room 5 - Disabled C Input Longer than C All Channels 6 - Disabled C Input Longer than C Scene Off 9 - Disabled D Input Longer than C Scene Off C 10 - Disabled F IGNORE D O C Seconds Scene Off C 12 - Disabled F IGNORE Don't Update Previous Room V Use Default Value V Use Default Value	0		Room: test [Rm: 9]			
Mappings Inputs Mapping Options Output Action 1 - A -> Scene 1 A Inputs Mapping Options 2 - A RLS -> Off A IGNORE Enabled 3 - B -> Scene 2 B Send Stop On Release Local Room 4 - B RLS -> Off Send Stop On Release Trigger on Break C 5 - Disabled C Input Longer than C 9 - Disabled D IGNORE Input Longer than Scene 11 - Disabled E IGNORE 0 C Seconds Scene 12 - Disabled F IGNORE Don't Update Previous Room Vise Default Value 15 - Disabled G Don't Update Previous Room Vise Default Value		IT .	s Data Trans	Mappings* Extras		
1 - A -> Scene 1 A 2 - A RLS -> Off IGNORE 8 - B -> Scene 2 B 4 - B RLS -> Off Send Stop On Release 7 - Disabled C 6 - Disabled IGNORE 7 - Disabled IGNORE 9 - Disabled IGNORE 11 - Disabled E 12 - Disabled IGNORE 13 - Disabled F 15 - Disabled F 16 - Disabled Don't Update Previous Room 6 - Disabled G		חו	Output Ac	Mapping Options	Inputs	Mappings
2 - A RLS -> Off IGNORE IGNORE IGNORE Send Stop On Release 4 - B RLS -> Off Send Stop On Release Trigger on Break All Channel: 5 - Disabled C IGNORE Input Longer than All Channels 6 - Disabled D IGNORE Input Longer than Scene Scene 9 - Disabled IGNORE IGNORE Input Longer than Scene Scene 10 - Disabled IGNORE IGNORE O O Seconds Scene Scene 12 - Disabled F IGNORE Don't Update Previous Room Vise Default Value 15 - Disabled G O O' Use Default Value Vise Default Value			Room:	Enabled	A	1 - A -> Scene 1
3 - B -> Scene 2 B 4 - B RLS -> Off B 5 - Disabled C 6 - Disabled C 7 - Disabled IGNORE 9 - Disabled D 10 - Disabled IGNORE 11 - Disabled E 12 - Disabled IGNORE 13 - Disabled F 14 - Disabled F 15 - Disabled G 16 - Disabled G	0	m	Local Ro		IGNORE	2 - A RLS -> Off
4 - B RLS -> Off 0 Send Stop Off Release All Channels 5 - Disabled C Input Longer than C 9 - Disabled IGNORE Input Longer than C 10 - Disabled IGNORE IGNORE C 11 - Disabled E 0 C Seconds 12 - Disabled F IGNORE Don't Update Previous Room 15 - Disabled G O Seconds			Channel:	Sand Stop On Palaasa	R	3 - B -> Scene 2
5 - Disabled Normal Trigger on Break C 6 - Disabled C Input Longer than C 9 - Disabled D Input Longer than C 10 - Disabled IGNORE V V 11 - Disabled E 0 C Seconds Scene 12 - Disabled IGNORE D Don't Update Previous Room Fade Rate 15 - Disabled G O Seconds V Use Default Value		alc	All Char	Send Stop On Release		4 - B RLS -> Off
6 - Disabled 7 - Disabled 9 - Disabled 10 - Disabled 11 - Disabled 12 - Disabled 13 - Disabled 15 - Disabled 16 - Disabled 16 - Disabled 16 - Disabled 17 - Disabled 18 - Disabled 19 - Disabled 10 - Disa		:15	All Cilai	Trigger on Break	Normal	5 - Disabled
7 - Disabled 8 - Disabled 9 - Disabled 10 - Disabled 11 - Disabled 12 - Disabled 13 - Disabled 14 - Disabled 15 - Disabled 16 - Disabled 16 - Disabled 17 - Disabled 18 - Disabled 19 - Disabled 19 - Disabled 10 - Disabled 10 - Disabled 10 - Disabled 11 - Disabled 12 - Disabled 13 - Disabled 14 - Disabled 15 - Disabled 16 - Disabled 16 - Disabled 17 - Disabled 17 - Disabled 18 - Disabled 19 - Disabled 10 - Disa			Action:		C	6 – Disabled
8 - Disabled 9 - Disabled 10 - Disabled 11 - Disabled 12 - Disabled 13 - Disabled 15 - Disabled 16 - Disabled 16 - Disabled 17 - Disabled 18 - Disabled 19 - Disabled 10 - Di	0		Scene	Input Longer than	IGNORE	7 – Disabled
9 - Disabled 10 - Disabled 11 - Disabled 12 - Disabled 13 - Disabled 15 - Disabled 16 - Disabled 16 - Disabled 17 - Disabled 16 - Disabled 17 - Disabled 16 - Disabled 17 - Disabled 17 - Disabled 18 - Disabled 19 - Disabled 19 - Disabled 10 0 € Seconds 10 - Disabled 10 - Disabled 11 - Disabled 10 -			-		D	8 - Disabled
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16 - Disabled G		🗹 Use Default Value		Don't opuate Previous Room	IGNORE	15 – Disabled
TO DISUDICU					G	16 - Disabled
17 - Disabled					Inviore	17 - Disabled
					IGNORE	10 Disabled

Example programming for a latching wiring configuration:

Above is an example of how a two way latching switch would be programmed when wired in to inputs A and B of a WCM-D.