



Instruction Manual

Q-HUB

Rako to QMotion FM interface



2024
Version 1.0.0



Contents:

[1 What is the Q-HUB?](#)

[2 Installing the Q-HUB](#)

[2.1 Wired Mode Installation](#)

[2.2 Wireless Mode Installation](#)

[3 Discovering the HUB and Setting the House Number](#)

[3.1 Discovering the HUB](#)

[3.2 Setting up the HUB using the Web Page Wizard](#)

[3.3 Managing the HUB House number](#)

[3.4 If you cannot connect to the HUB](#)

[4 Adding the HUB as a device to Rasoft Pro](#)

[5 Uploading the project file](#)

[6 Downloading the project file](#)

[7 Setting up QMotion in the HUB webpages](#)

[8 Appendix 1 - Example system](#)



1 What is the Q-HUB?

- The Q-HUB is a programmable Rako to QMotion FM interface for QMotion motors only.
- Rasoft Pro and an Ethernet connection are required for setup; once complete, the Q-HUB can operate without an Ethernet connection.
- Multiple Q-HUBs may be used should they be required; it is recommended to test the wireless range during the planning phase of the installation.
- For full Rako app features and programming functionality (Events, Macros, Mappings, Holiday Mode, etc.), the use of an RK/WK Hub is required in conjunction with the Q-HUB.
- The Q-HUB is required to be within range of both the Rako RF transmitters and in range of the QMotion receivers to function in wireless standalone mode.

NB

The QMotion FM signal cannot be repeated by any Rako product, including the Q-Hub.

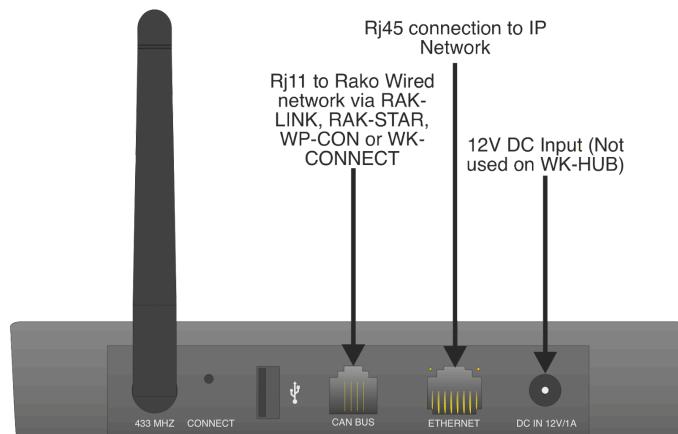
2 Installing the Q-HUB

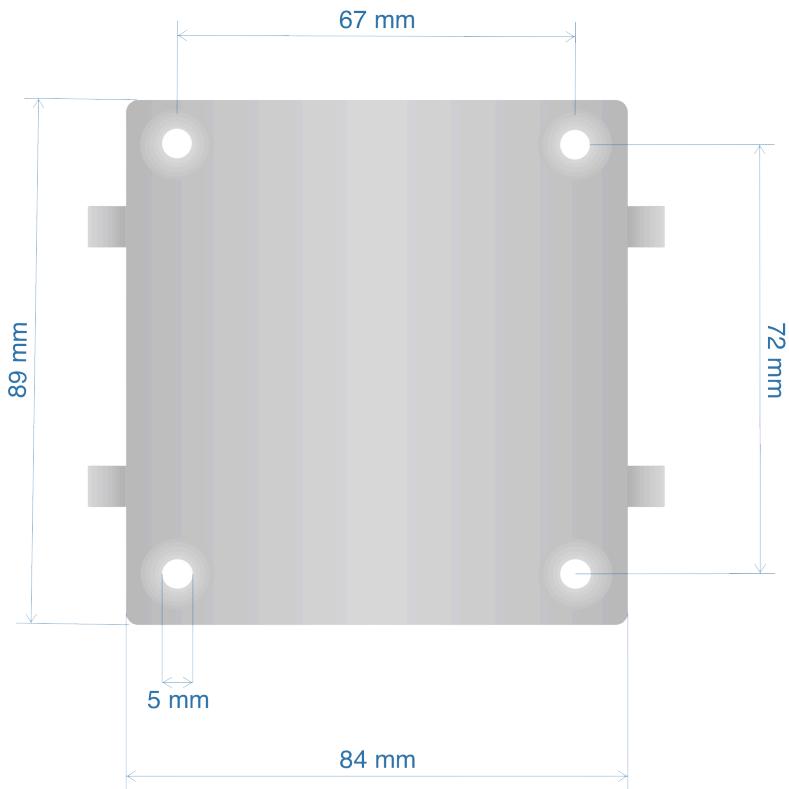
2.1 Wired Mode Installation

- Step 1: Connect the RJ11 cable provided into the Q-HUB into an RJ11 port on the RAK-LINK.
- Step 2: Connect the Ethernet patch cable from the Q-HUB to a spare port in a router or network switch.
- Step 3: Mount the Q-HUB to a wall using the fixing bracket if desired.

2.2 Wireless Mode Installation

- Step 1: Plug the 12V power supply into the Q-HUB
- Step 2: Plug the Ethernet patch cable from the Q-HUB to a spare port in a router or network switch.
- Step 3: Mount the Q-HUB to a wall using the fixing bracket if desired.





3 Discovering the Q-HUB and Setting the House Number

Before proceeding with any programming, the HUB needs to be discovered and the House number set. This is done via a web page setup wizard.

3.1 Discovering the Q-HUB

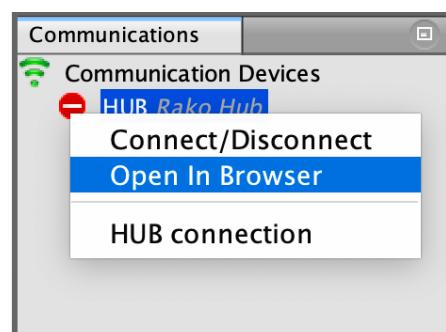
Open the Rasoft Pro programming software. Ensure that the laptop is connected to the same network as the Q-HUB.

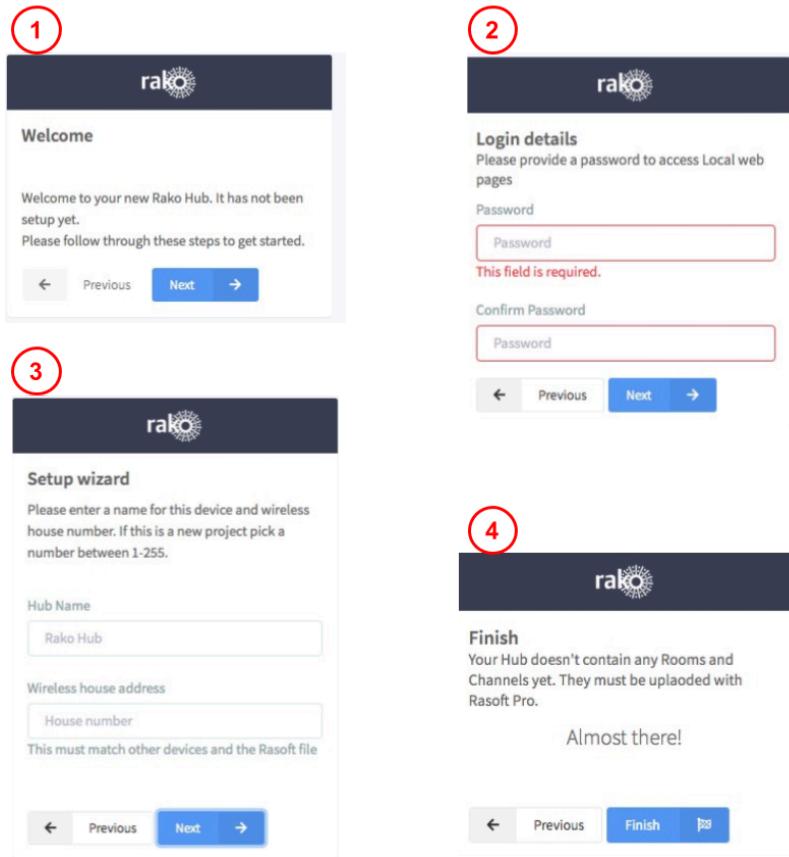
The Q-HUB should appear in the “Communication” window in the bottom right of the software with a red stop sign. If it does not appear, press “Refresh.” If it still does not appear, refer to [section 3.4](#) of this manual.



3.2 Setting up the HUB using the Web Page Wizard

To access the Q-HUB Web Pages, right-click the Communication Device in the bottom-right section of the software. Select “Open in Browser.”





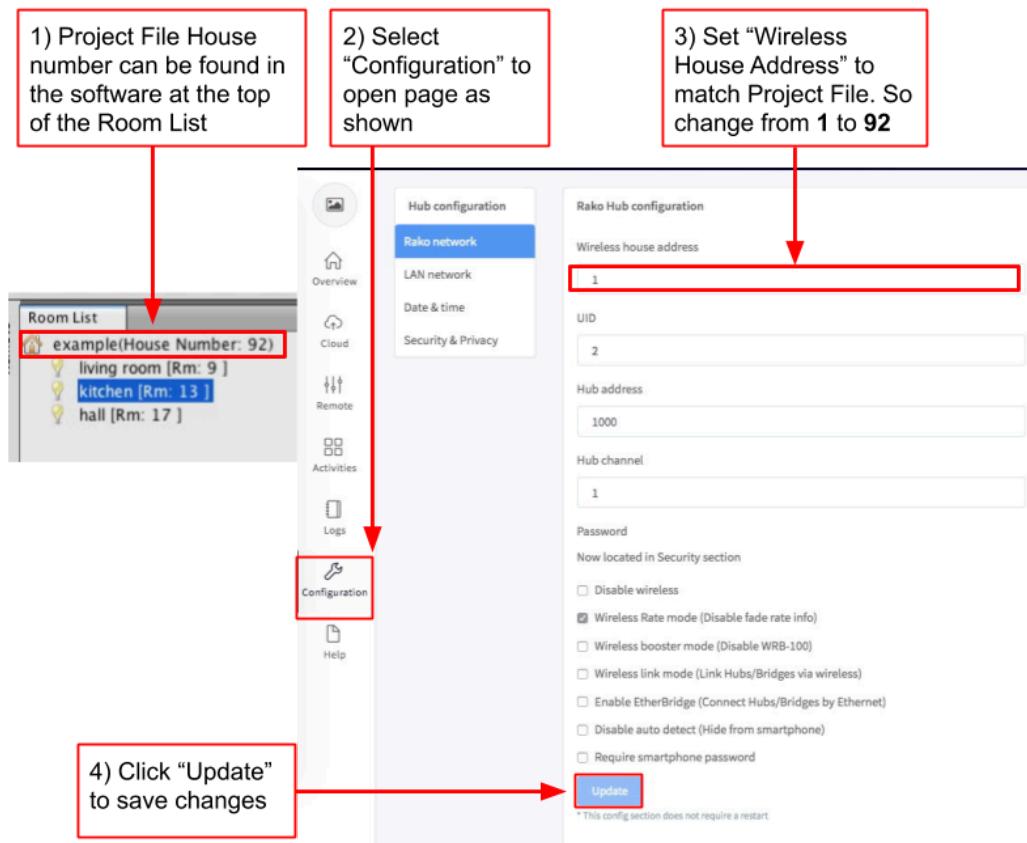
- Step 1: Welcome page; select "Next" to begin setup.
- Step 2: Set a password; this will be used to login to the webpages. It will also be the password used to login to the App if a password is required.
- Step 3: Set the House number of the HUB. This should match the Rasoft Pro project file as defined in the "New Project Wizard." This must be set up correctly at this stage, as it will define the House number for the rest of the system.
- Step 4: Select "Finish" to complete the setup.

3.3 Managing the Q-HUB House number

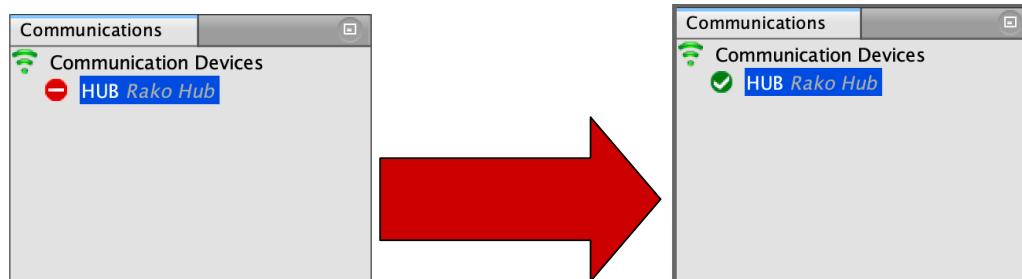
Using the Q-HUB on the default House address of 1 is strongly discouraged. Leaving the House number at 1 drastically increases the likelihood of interference from nearby Rako systems.

The Q-HUB always has a default House Address of 1, if it has not been set up before. Before programming using the Q-HUB, it is important to ensure the HUB House number corresponds to the Project File House number.

To change the House number if the Q-HUB has already been set up as described in 3.2, see below:



As a final check, it is advisable to disconnect and reconnect to the HUB by double-clicking the Q-HUB:



If no pop-up box appears, then the Q-HUB House number and Project File House number are the same.

WARNING

If a pop-up box appears with a warning about the House number, click "Cancel." Do not continue programming if there is a conflict between the "Project File House Number" and the "HUB House Number".

3.4 If you cannot connect to the Q-HUB

If the software cannot connect to the Q-HUB, first restart the software and ensure that it is fully updated. If the Q-HUB still does not appear, it is most likely a networking issue. If this problem cannot be solved, then the Q-HUB can be connected point-to-point using a standard Ethernet cable.

4 Adding the Q-HUB as a device to Rasoft Pro

Once the Q-HUB has been successfully connected, it will need to be added to the software as a device.

- Step 1: Select "File" - "New Device" to open the new device wizard. Choose "Bridge" as the device to be added.
- Step 2: Select "Next" on the "Assign to Room" step. No room or channel needs to be associated with the HUB.
- Step 3: Select the HUB from the list; it will appear if you are successfully connected in the communications window. Click "Refresh" if it does not appear.
- Step 4: The HUB should now appear in the device list with green text and a blue icon. The device is now assigned.

5 Uploading the project file

Once the entire system has been completed, the project file should be uploaded to the HUB. The HUB stores the Room, Channel and Scene information for the system. This information is required for the Q-Motion rooms to be configured.

The "Smartphone/Web Data" tab is used to upload the Project File to the HUB. Once selected, it will open the page as below. Press "Save and Upload Room Data To Bridge" to upload.

Smartphone / Web Data															
		Room Import		Mappings		Macros									
		Events		Holiday Exclusions		Room Enables									
Note: Sorting the Room columns will affect the smartphone order															
Rooms:															
ID	Enabled	Title	Type	Mode											
9	<input checked="" type="checkbox"/>	Hall	Lights	4 Scenes + Off											
17	<input checked="" type="checkbox"/>	Kitchen	Lights	4 Scenes + Off											
25	<input checked="" type="checkbox"/>	Study	Lights	4 Scenes + Off											
33	<input checked="" type="checkbox"/>	Living Room	Lights	4 Scenes + Off											
41	<input checked="" type="checkbox"/>	Snug	Lights	4 Scenes + Off											
49	<input checked="" type="checkbox"/>	Master Bed	Lights	4 Scenes + Off											
57	<input checked="" type="checkbox"/>	Master Ensuite	Lights	4 Scenes + Off											
65	<input checked="" type="checkbox"/>	Master Dress	Lights	4 Scenes + Off											
Channels:															
ID	Enabled	Title	Type												
1	<input checked="" type="checkbox"/>	Spots													
2	<input checked="" type="checkbox"/>	Pendant													
3	<input checked="" type="checkbox"/>	Wall Light													
4	<input checked="" type="checkbox"/>	Uplighters													
5	<input checked="" type="checkbox"/>	5A													
Scenes:															
ID	Enabled	Title													
1	<input checked="" type="checkbox"/>	Scene 1													
2	<input checked="" type="checkbox"/>	Scene 2													
3	<input checked="" type="checkbox"/>	Scene 3													
4	<input checked="" type="checkbox"/>	Scene 4													
Save & Upload Room Data to Bridge															

Type - This will change the appearance of the icon above the keypad on the App. It may also affect the keypad that appears. For example, a room set to "switch" will show two buttons: "on" and "off", whereas a "blind" type room will show three buttons: "open", "stop", and "close".

Mode - The mode of the room is only set when "lighting" is selected as the type. It will set the variety of "keypads" that will appear in the App. Typically, it is best to make this match the physical keypad in the room.

NB

- 1) If there are a specific number of scenes that are not in the standard 4, 7, or 16 layout, then "named scenes" should be selected. Give custom names to the scenes in the room editor, and any number of scenes can be made to appear on the App.
- 2) While the order of the rooms can be changed from this screen, the order of the channels is always fixed. To get channels in a specific order, they must be addressed or mapped in the desired order.
- 3) The App feature is only available on the RK-HUB and WK-HUB, which can be used in conjunction with the Q-HUB.

6 Downloading the project file

If information has been uploaded to the HUB, then it is possible to import the Room, Channel and Scene data into a blank project file.

The tab used for downloading information from the HUB is called "Room Import." Select this tab to open the page below.

Smartphone / Web Data Room Import Mappings Macros Events Holiday Exclusions Room Enables Firmware

Bridge Data Recovery (Use if you don't have the project file)

1. Read data from Bridge Download Data

2. Refresh List Refresh List

3. Check suggestions are correct

Rooms

- Hall (id:9, type:Lights)
- Kitchen (id:17, type:Lights)
- Study (id:25, type:Lights)
- Living Room (id:33, type:Lights)
- Snug (id:41, type:Lights)
- Master Bed (id:49, type:Lights)
- Master Ensuite (id:57, type:Lights)
- Master Dress (id:65, type:Lights)

4. Import into Project Import Data

5. Refresh Levels Refresh Channel Levels

- Step 1: Press "Download Data" at the top of this page. This will open the data for preview in the box below.
- Step 2: Press "Refresh List" if the data does not appear. If no Rooms appear or only "default room" or "test bench," then there is no information to be downloaded from the HUB.
- Step 3: Press "Import Data" to write the Room and Channel information into the Project File.
- Step 4: Press "Refresh Channel Levels" to download the Scene data into the Project File.

7 Setting up QMotion in the HUB webpages

- Step 1: In the Q-HUB webpages, select "Rooms."



- Step 2: Select the blind Room.

The screenshot shows the 'Remote' section of the Q-HUB web interface. It displays a list of rooms with their names and room numbers. The 'Kitchen Blinds' room, which has a room number of 17, is highlighted with a blue background, indicating it is selected.

Rooms
Lounge [Rm: 55]
Kitchen [Rm: 5]
Kitchen Blinds [Rm: 17]
Master Bedroom [Rm: 21]

- Step 3: Select "Config."

Remote

 Config

B1 [Rm: 17]
Type: BLIND
Mode: S7OFF

- Step 4: Select "QMotion FM"

Room ID: 17

Room Title: B1

Third party control

None
 QMotion FM

- Step 5: Select "Submit"
- Step 6: Select "QMotion setup page"

Third party control

None
 QMotion FM

 QMotion setup page

- Step 7: Follow the instructions within the webpages:

QMotion FM

Channel 1:	Up	Stop	Down	Learn limits	Link	Unlink
Channel 2:	Up	Stop	Down	Learn limits	Link	Unlink
Channel 3:	Up	Stop	Down	Learn limits	Link	Unlink
Channel 4:	Up	Stop	Down	Learn limits	Link	Unlink
Channel 5:	Up	Stop	Down	Learn limits	Link	Unlink
Channel 6:	Up	Stop	Down	Learn limits	Link	Unlink
Channel 7:	Up	Stop	Down	Learn limits	Link	Unlink
Channel 8:	Up	Stop	Down	Learn limits	Link	Unlink

First time setup

1. Install shade (Follow QMotion instructions)
2. Tug hembar 15-25cm
3. Press "Link" on the channel you want to address the blind to in the room above.

This should be now be set up... However, if you have accidentally woken the blind but not successfully paired it you might need to perform " Special Learn".

Special learn is required when the shade times out without being paired to a remote, or a remote is not available, or if you want to add a second remote to the shade.

Programming instructions

1. Press "Send special Learn" button
2. All blinds will lower.
3. Wait for blind/blinds to stop.
4. Now tug the blind/blinds, that you want to add to a channel, 200mm and wait for the blind to jog.
5. Press "link" on the channel you wish to add the blind/blinds to.
6. The blind/blinds will jog and return to their upper limit.
7. All other blinds will return to their top limit after 60 seconds.

If, after this action, you are having an issue with adding your Q Motion blind into your Rako system please contact Q-Motion on +44 (0) 1908 047 980 or email Operations@qmotionshades.co.uk. Q Motion will then be able to assist you.

Send Special learn

Thank you for choosing Rako Controls; we hope that you are pleased with your system. Should you require further assistance, please contact us via our website, www.rakicontrols.com, or by calling our customer support helpline on 01634 226666.



Appendix 1 - Example system

The system example below shows a WK-HUB connected to a Rako Wired network, there is a Q-HUB in standalone wireless mode, which is receiving Rako wireless from the WK-HUB and a wireless Rako transmitter.

When the Q-HUB has been configured, received Rako wireless commands will trigger Q-Motion commands from the Q-HUB.

NB

The Q-HUB is the only Rako hardware capable of transmitting QMotion FM

