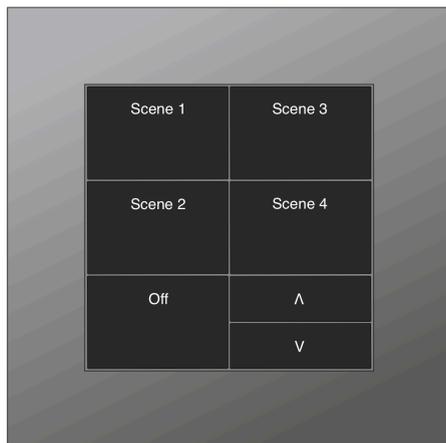




Instruction Manual

RK-MOD

Modular Wireless Keypad



2024
Version 2.0.0



For more information relating to the RK-MOD, see the [Wireless Module Application Sheet](#), and [Wireless Device LED Diagnostics](#).

For programming a wireless system, including the Device in this manual, see the [Wireless Module Programming Guide](#)

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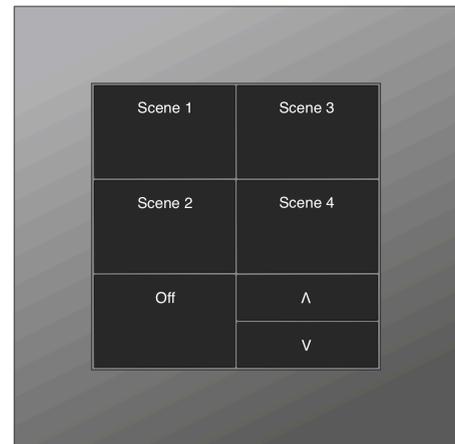
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1 What is the RK-MOD?

The RK-MOD is a customisable modular keypad used in Rako Wireless systems, each button on the RK-MOD can be configured in Rasoft Pro to transmit commands to Wireless receivers.

The RK-MOD requires Rasoft Pro and a Wireless programming tool such as a RAMPI or HUB to be configured, once set up, the RK-MOD can be installed in a UK backbox where no wiring is required.

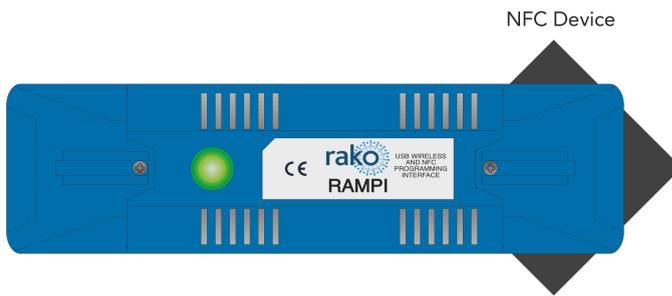
2 Programming the RK-MOD

Before the RK-MOD can be installed, it needs to be added to a project file in Rasoft Pro and the inputs need configuring.

2.1 Adding the RK-MOD as a Device (RAMPI)

Unlike the RCM, the RK-MOD must be programmed using Rasoft Pro software, a RAMPI or a HUB is required to do this. First, ensure that the RAMPI is connected to Rasoft Pro in the communication window (see [A1.1 RAMPI](#)).

- To begin the setup process, place the RAMPI on the RK-MOD and ensure no metallic cover plates are fixed to the Device.

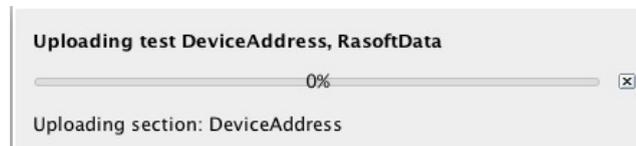


- When the RK-MOD is correctly positioned, a green LED will flash in the RAMPI, and a window will pop up in Rasoft Pro.
- Give the RK-MOD a suitable name so that it is identifiable in the software.
- Select the local Room for the Device. After the initial setup, the RK-MOD will behave like an RCM with dip switches set to this Room.

NB

It is important to set the Room at this stage. If "Assign later" is selected, then the RK-MOD will not be programmed and will be added as a virtual Device

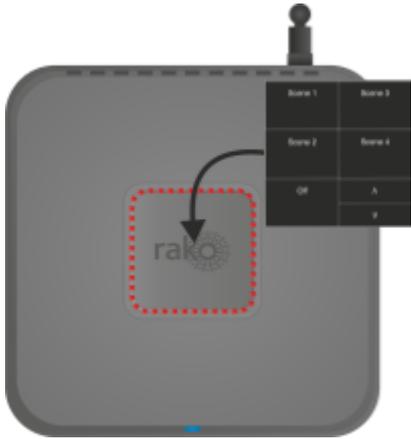
- Select Finish on the next page to complete the setup. The RAMPI will need to upload to the RK-MOD at this stage.



2.2 Adding the RK-MOD as a Device (HUB)

Similar to the RAMPI, the HUB has built-in NFC programming functionality, If the HUB has not yet been set up, see [A1.2 HUB](#).

- To begin the setup process, ensure you are connected to the HUB in the communication Devices in Rasoft Pro, and that the HUB has been configured.
- Place the RK-MOD on the top, middle section of the HUB.



- When the Device is correctly positioned, a green LED will show on the HUB, and a window will pop up in Rasoft Pro.



- Give the Device a suitable name so that it is identifiable in the software.
- Select the local Room for the Device. After the initial setup, the RK-MOD will behave like an RCM with dip switches set to this Room.

NB

It is important to set the Room at this stage. If "Assign later" is selected, then the RK-MOD will not be programmed and will be added as a virtual Device

- Select Finish on the next page to complete the setup. The HUB will need to upload to the RK-MOD at this stage.

3 Configuring the RK-MOD

3.1 Button Layout

The RK-MOD has 12 inputs and can be configured in many different ways, depending on the buttons used.

A	G
B	H
C	I
D	J
E	K
F	L

When multiple inputs are used, the next available input letter is used, which can be seen in the example below:

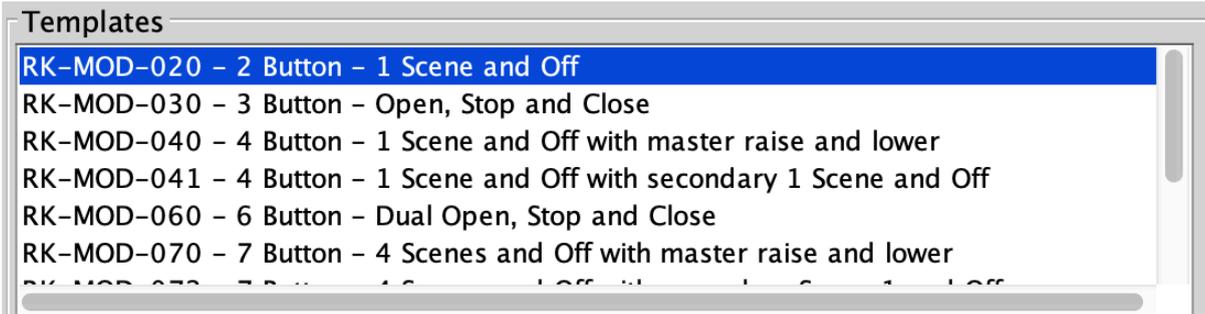
A: Scene 1	G
B: Scene 2	H
C: Scene 3	I
D: OFF	J
	K
	L

D, E, and F inputs combined for an OFF button.

The button mapping screen for the RK-MOD can be accessed by selecting it in the Device list in Rasoft Pro.

3.2 Templates

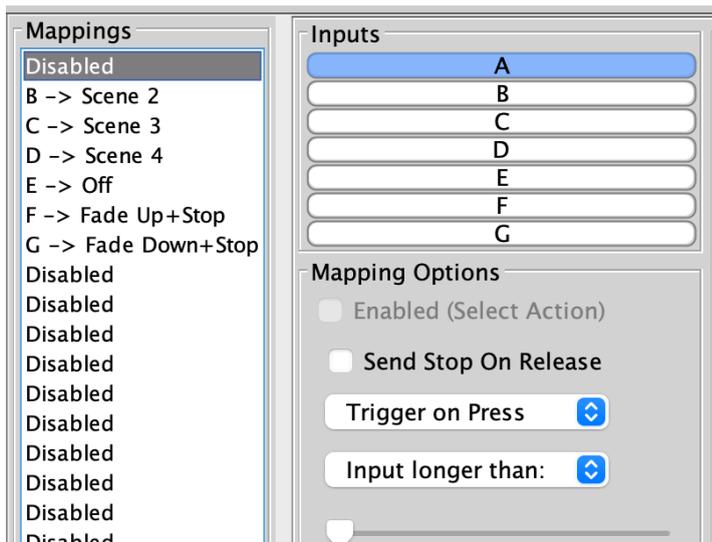
A range of existing templates may be used if the button configuration matches; to load a template, select the template required, then select 'Load Template'. Once the template has been loaded, it must be uploaded to the RK-MOD. Do so by placing the RK-MOD on the HUB or RAMPI and selecting 'Save and Upload'.



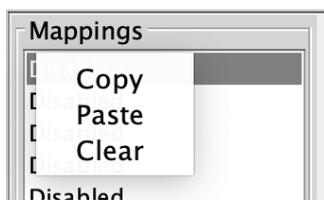
3.3 The Mapping section

All inputs for the Device must first have a mapping. The purpose of a mapping is to program an input to perform a specific command. Each input has its own letter to represent its input; the RK-MOD has up to 12 inputs.

New mappings can be created by selecting a disabled field and selecting the corresponding input letter in the next column.



Active mappings can be copied or pasted into disabled mappings; this is typically used when re-using similar functions of an existing mapping to save time such as a toggle function.



Mapping right-click options

3.4 Keypad layout

The inputs for the mappings are selected in the Keypad layout section, as well as additional input options:

Function	Description
Send Stop On Release	When the made contact is released, a 'Stop' command will be triggered.
Trigger on press	Trigger the output command when the momentary switching <u>m</u> akes contact between its input and common.
Trigger on release	Trigger the output command when the momentary switch <u>b</u> reaks contact between its input and common

3.5 Button action

The output actions of the button inputs are set up in the button action section, The following options are available:

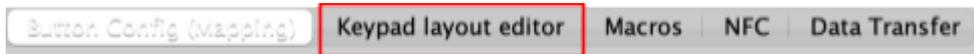
Function	Description
Room	The Room number of the output command.
Channel	The Channel number of the output command, can be All Channels or a single Channel.
Disable map	When enabled, the button input will have no output command.
Scene	If a Scene is being triggered, select a Scene between 1-16.
Fade-Up/Fade-Down	Commonly used to manually dim lighting up and down, as well as the Opening/Closing of Blinds. <u>NB</u> 'Send Stop on Release' should also be checked when using this option.
Motor Stop	Used to stop 3rd party motors that are configured within the HUB.
Ident	This option is not recommended, as the command will make a load flash momentarily and provides no practical function for daily use.
Toggle	The Toggle function will alternate between two commands, either a Level command and Off, or a Scene command and Off. <u>NB</u> Do not map more than one Toggle to a single button on the inputs; this will result in sporadic switching due to toggles getting out of sync.

Level	Sets the lighting Level to a percentage of brightness between 0-100%.
Tunable White	Set the temperature output.
Macro	<p>Trigger an internal Macro on the Device; this is not the same as triggering a Macro on a HUB.</p> <p><u>NB</u> Macros can be created on the 'Macro' tab above the button configuration.</p>

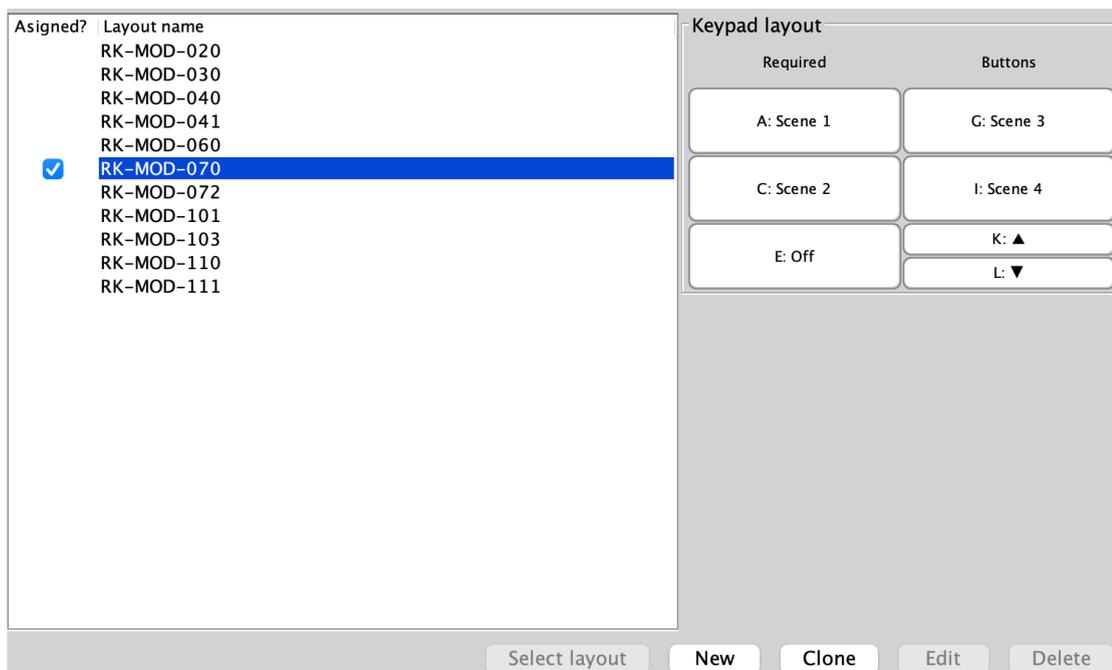
3.6 Keypad Layout Editor

The RK-MOD has fully customisable button layouts, which can be configured in the RK-MOD Device menu.

The Keypad Layout Editor is found by selecting the tab above the mappings window:



- Existing templates can be loaded into the mapping page:



- Select the layout name

- Select 'Select Layout'

Assigned?	Layout name
	RK-MOD-020
	RK-MOD-030
	RK-MOD-040
	RK-MOD-041
	RK-MOD-060
<input checked="" type="checkbox"/>	RK-MOD-070
	RK-MOD-072
	RK-MOD-101
	RK-MOD-103
	RK-MOD-110
	RK-MOD-111

Keypad layout	
Required	Buttons
A: Scene 1	G: Scene 3
C: Scene 2	I: Scene 4
E: Off	K: ▲
	L: ▼

- The layout will now be loaded on the 'Button Config (Mapping)' page.

Keypad layout	
Required	Buttons
A: Scene 1	G: Scene 3
C: Scene 2	I: Scene 4
E: Off	K: ▲
	L: ▼

Mapping Options

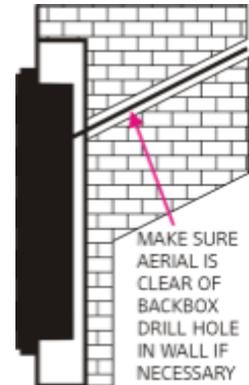
Enabled (Select Action)

4 Installing the RK-MOD with HS-MOD-xx :

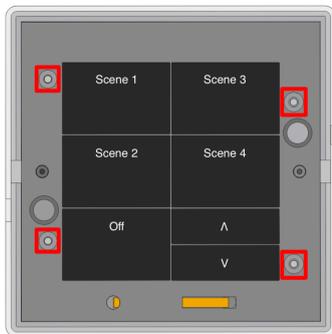
⚠ WARNING

Installation should only be carried out by a competent electrician.

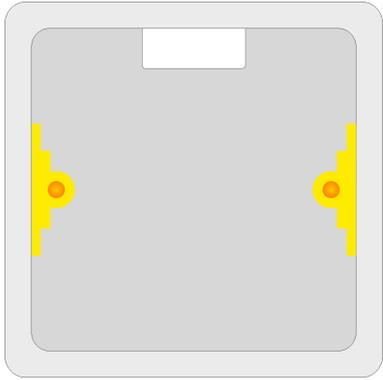
- RK-MOD modules should be mounted in dry areas only.
- Metal backboxes will reduce the transmission distance; to mitigate this, it is recommended to drill out of the backbox and into the wall.
- The RK-MOD is a battery-powered Device; it must be accessible for battery replacement.

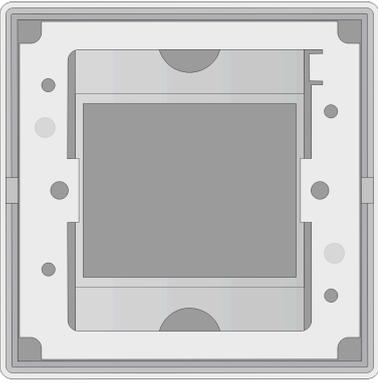
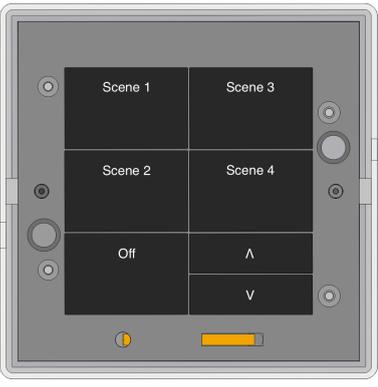
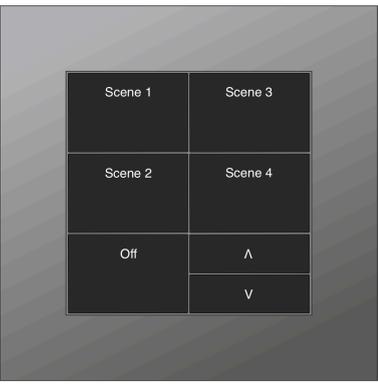


The RK-MOD has four visible screws on the "Front" section as shown below:



These must not be adjusted. Adjusting these may damage RK-MOD

Step 1		Install and prepare the backbox. NB <i>It is advised that at least a 35mm backbox is used.</i>
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<p>Step 2</p>		<p>Screw the grid provided with the RK-MOD-xxx-x into the backbox.</p>
<p>Step 3</p>		<p>Clip the front section of the RK-MOD into the grid.</p> <p>Push each corner firmly into position to ensure good connection.</p>
<p>Step 4</p>		<p>Attach the magnetic surround to the assembly to complete installation.</p> <p>TIP: <i>If the surround is not sitting flush with the wall/grid try loosening/tightening the screws securing the back section into the backbox.</i></p>

Surrounds (HS-MOD-xx)

To complete installation of the RK-MOD a HS-MOD-xx is required as shown above. This is available in a variety of finishes including:

- Satin Chrome (Silk) surround kit - HS-MOD-SC
- Polished Chrome surround kit - HS-MOD-PC
- Antique Brass surround kit - HS-MOD-AB
- Polished Brass surround kit - HS-MOD-PB
- Matt Bronze surround kit - HS-MOD-BM
- Matt White surround kit - HS-MOD-WH
- Matt Black surround kit - HS-MOD-MB

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.rakocontrols.com, or by calling our customer support helpline on 01634 226666.

