



Programming Guide

Creating A Project File From An Existing
Wireless System



2025
Version 2.0.0



The following guide assumes that the system has a HUB/Bridge with an up-to-date Project File uploaded to it.

Scope

This guide provides step-by-step instructions for creating a Project File in Rasoft Pro from an existing Wireless system. It covers creating a blank Project File, connecting to the HUB/Bridge, adding the HUB/Bridge as a Device, and importing Room and Channel data.

Additionally, optional procedures for importing NFC Devices using a RAMPI tool and assigning dimming modules are included.

This guide is not intended for commissioning a newly installed wireless system, for assistance in this area please refer to the [Wireless Module Setup Guide](#).

Step 1 Create a blank Project File

- Open the New Project Wizard and give the file a suitable name (do not worry about getting the correct house number at this stage)

New Project Wizard

Steps

1. **Project Name**
2. Save Location
3. Add Rooms
4. Add Channels

Project Name (1. from 4)

New Project

Project Name

{Project Name Here}

Project House Number

228

A new house number has been picked based on recent projects

Help < Back **Next >** Finish Cancel

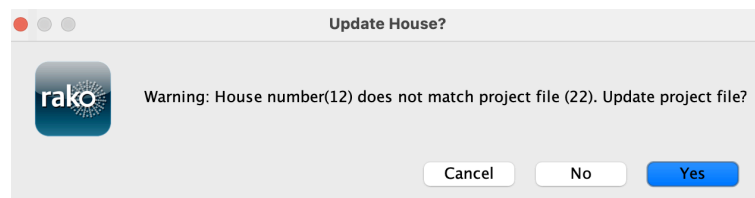
- Click "Next" on the remaining menus; on the final menu, click "Finish" to create a blank Project File

Step 2 Connect to the HUB/Bridge

- Assuming the computer running the software is connected to the same network as the HUB/Bridge it should appear in the communications window in the bottom right of the screen
- If it fails to appear click the "Refresh" button
- To connect to the HUB/Bridge double click on the "stop sign" so that it changes to the "tick" (as below)



- As this happens a pop-up box will appear. Click "Yes" so that the Project File House number changes to the HUB/Bridge (system) House number



NB

If there is a problem connecting to the HUB/Bridge please refer to "connecting to the HUB/Bridge" in the appendix of all programming guides.

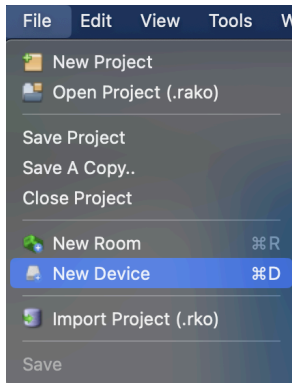
Step 3 Add the HUB/Bridge as a Device

Once the HUB/Bridge has been configured in the web pages, it needs to be added as a Device to Rasoft Pro.

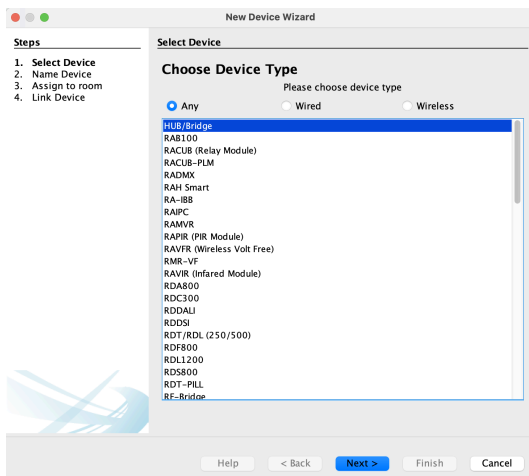
- Ensure that the HUB/Bridge is connected, there will be a green tick to confirm.



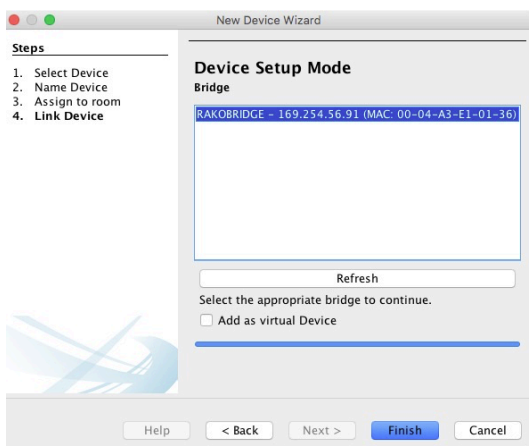
- Go to "File" > "New Device"



- Click "HUB/Bridge" and "Next"



- The IP address of the HUB will appear in the next window; highlight it and click "Finish"



- The HUB has now been added as a Device in Rasoft Pro

Step 4 Importing the Room and Channel data from the HUB/Bridge

- Select the HUB/Bridge in the Device List to open it in the Device Editor
- Select the "Room Import" tab from the top of the Device Editor, this will open a page as below

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

1. Read data from Bridge

2. Refresh List

3. Check suggestions are correct Rooms

4. Import into Project

5. Refresh Levels

- Press the "Download data" button at the top of this page. This will open the data for preview on this page

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

1. Read data from Bridge

2. Refresh List

3. Check suggestions are correct Rooms

- > Entrance (id:1, type:Lights)
- > Kitchen (id:9, type:Lights)
- > Lounge (id:13, type:Lights)
- > Dining Room (id:17, type:Lights)
- > Living Room (id:21, type:Lights)

4. Import into Project

5. Refresh Levels

- Press "Import Data (Rooms, Channels & Scenes)" to write the Room and Channel information into the Project File
- Press "Import Scene & Colour Levels" to write the Scene data into the Project File
- The Project File for the system has now been created

Step 5 - Importing NFC Devices (Optional)

The following keypads can not be imported into Rasoft Pro, if the system only contains these keypads, skip this section.

- RCM
- RCP
- RCS

If the system has NFC Devices they can be imported into Rasoft Pro, this is not essential for the system to continue functioning, although if changes are required to the mappings of the NFC Devices they must be imported.

NFC Devices which can be imported are:

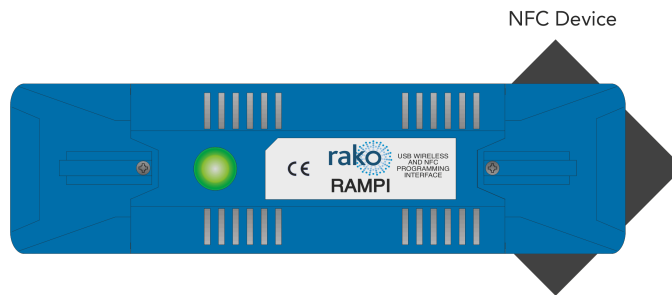
- RNC
- RK-EOS
- RK-MOD
- RCI-4L
- RCI-7M

Follow the steps below to import the NFC Devices into Rasoft Pro and repeat as necessary

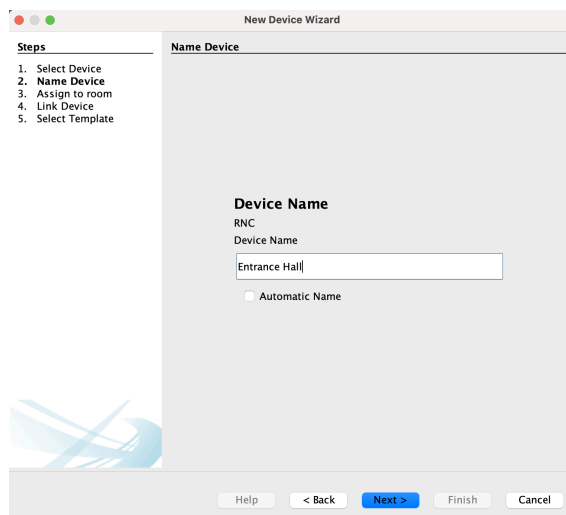
- Open Rasoft Pro
- Connect to RAMPI by double-clicking it in the "Communication Devices" tab



- Take the NFC Device and place it under the RAMPI as shown, the onboard LED should turn green to confirm that the NFC Device is communicating



- A "New Device Wizard" window will appear, give the NFC Device a descriptive name and select "Next".



- Select "Import existing Room & Channel ID and select "Next".

NB

Failure to complete this step will result in the NFC device data being overwritten.

Options

RNC: Entrance Hall

Associate to room

Entrance [Rm: 1]

Associate to channel

Associate to new channel

Import existing Room & Channel ID

Help < Back Next > Finish Cancel

- Place the NFC Device under the RAMPI once more until the status shows "Device Found" and select "Finish"

Setup complete.

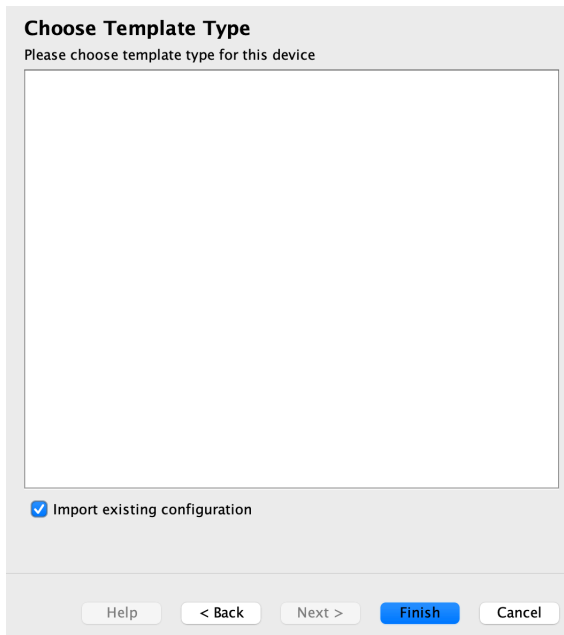
Device Found

Help < Back Next > Finish Cancel

- On the Template page, select "Import existing configuration" and then select "Finish"

NB

Failure to complete this step will result in the NFC device data being overwritten.



- The NFC Device will appear in the Device List in Rasoft Pro, along with its imported Mappings and Room
- Repeat the above steps for additional NFC Devices.

Adding Dimming Modules to Rasoft Pro (Optional)

Inline dimming modules have one-way wireless communication, therefore they are unable to transmit their programming information into Rasoft Pro.

The following steps are not required to set Scenes, although if programming changes involving the Device editor are required the Dimmer needs to be added as a Device in Rasoft Pro.

NB

The following instructions are not intended to set up a new Dimmer in Rasoft Pro but rather to match the Project File with an existing Dimmer that has already been assigned a House, Room and Channel number.

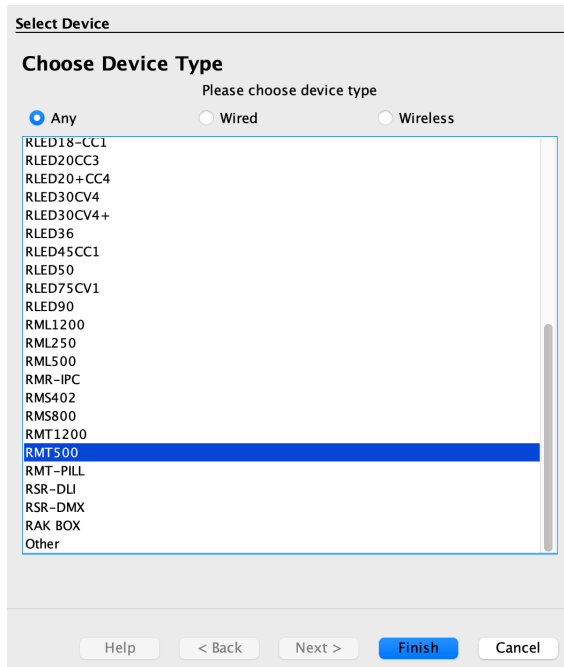
- Select the Channel number button of the Device, for this example, the "Pendant" light is being assigned as an RMT-500.



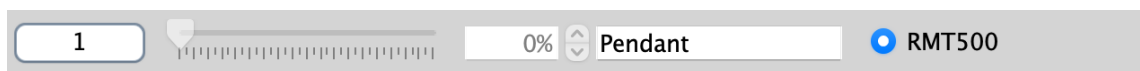
- Select the Device and select "Finish" The physical light in the room will blink.

NB

The Device does not need to be in Setup Mode during this process as it has already been set up.



- The Channel will now have a Device assigned, repeat as necessary for the remaining dimmers.



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.

