



# Integration Guide

URC Total Control Module for Rako Lighting and Scenes



Developed by AWE Europe

# Integration guide – Rako Lighting and Total Control

## Contents

System prerequisites and information .....	1
Rako Configuration .....	2
Installing the module in Accelerator .....	2
Step 4 – Add Other Devices .....	3
Step 6 – Network Settings.....	3
Step 7 – Properties Manager .....	3
Step 11 – Edit User Interfaces.....	5
Step 12 – Macro Editing .....	5
Download the program.....	5
2-Way Module Commands .....	6
Set Scene .....	6
Set Channel Level .....	6
Set RGB.....	7
Device Events .....	8
Scene Activation.....	8
Fade.....	8
Fade Stop .....	9

## System prerequisites and information

This module has been tested using the version of URC software listed below. Please make sure that you update to at least this version before deploying this module.

TC3 Accelerator version 3.04.0507.2

It is not compatible with TC1.0 or Accelerator 2.0.

The module uses the Rako Hub using firmware version 3.8.2. It is strongly advised that the Hub is wired to the network.

This guide will not act as a full programming guide for URC's Total Control system, nor as a setup guide for a Rako system. Please contact URC, Rako or the appointed territorial distributor for either brand if further training is required.

## Rako Configuration

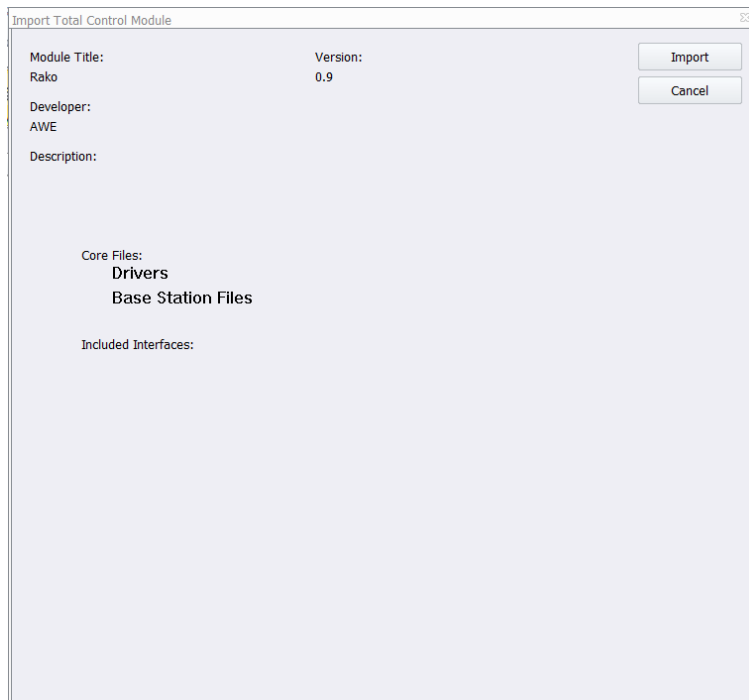
The module will read data from any room with the type 'Lights' or 'Switch' and has a valid lighting circuit configured. All other rooms will be ignored. If additional channels or scenes are added to the Rako program after programming of the Total Control system, please reboot the MRX to poll in the new data.

Please note that when using 4 channel RGB dimmers, only the primary channel will have the colour picker option for RGB selection.

## Installing the module in Accelerator

In order to use any module in Accelerator, you first need to import it successfully.

Select File > Import tcm, and then navigate to the tcm file contained in the downloaded pack. This module is a .tcm3 file type. You should then see the following window:



Select import and then fully restart Accelerator. The module should now be ready to use.

## Step 4 – Add Other Devices

To add the module to your program, in step 4, select My Database, Two-way / Advanced Modules and the category is Lighting. If the module has imported correctly, your columns should show Rako, and you should select Hub [Core].

1. Select Room :	5. Select Brand :	6. Select Model :	7. View I
Office Previous Next	RAKO	HUB [Core]	

2. Select Database :  
☐ URC ☒ My

3. Select Module Type :  
Two-way/Advanced Modules

4. Select Category :  
Lighting

Please only add one core to the program. It can be configured to appear in any room.

## Step 6 – Network Settings

### Non URC Device

The module requires the Hub to either have a static IP address assigned to it, or be held on the same IP address by MAC address reservation in the router. Please add that IP address in step 6. The port number is set by default and should be left as 9762.

Office	Rako Hub	192.168.1.150	9762
--------	----------	---------------	------

## Step 7 – Properties Manager

Ignore all options except Unified Module Setup.

Use this step to configure which rooms will have access to either lights or scenes.

Unified Module - Room Selection

Select Unified Module

Lighting Control

Scenes Control

Select Unified Module Rooms

☒ Office

☒ Lounge

☒ Kitchen

Select All

Clear All

Common device modules are controlled from the Unified Module. This allows control over multiple systems of the same type from one interface.

Choose which rooms the Unified Module will be generated in by selecting the Unified Module type in the list, then checking the box next to the rooms where the Unified Modules should be created. Each Module type can have a unique list of rooms.

Selected rooms will have a button that jumps to the Unified Module added to the user interface when "Accelerate" is used.

Deselecting a room will not erase the button after it has been generated. Buttons must be manually removed or the Accelerate with erase option must be used.

Reset Unified Modules on All Clients

Apply

Cancel

Unified Module - Room Selection

Select Unified Module

Lighting Control

Scenes Control

Select Unified Module Rooms

☒ Office

☐ Lounge

☒ Kitchen

Select All

Clear All

Common device modules are controlled from the Unified Module. This allows control over multiple systems of the same type from one interface.

Choose which rooms the Unified Module will be generated in by selecting the Unified Module type in the list, then checking the box next to the rooms where the Unified Modules should be created. Each Module type can have a unique list of rooms.

Selected rooms will have a button that jumps to the Unified Module added to the user interface when "Accelerate" is used.

Deselecting a room will not erase the button after it has been generated. Buttons must be manually removed or the Accelerate with erase option must be used.

Reset Unified Modules on All Clients

Apply

Cancel

## Step 11 – Edit User Interfaces

Click Accelerate here as normal.

By default, buttons to access to the Lighting Control module is placed on the Main Menu and the Scenes Control is placed in the Entertainment sub-menu. Move this button into the desired location such as the Settings sub-menu.

## Step 12 – Macro Editing

Accelerate as normal in step 12.

## Download the program

It will only require a download to the main processor to initialise this module. Please note that if it has already been enabled, it may take up to 3 minutes after a download has finished for the module to start. This is normal as the processor will be gathering information from the Rako system.

## 2-Way Module Commands

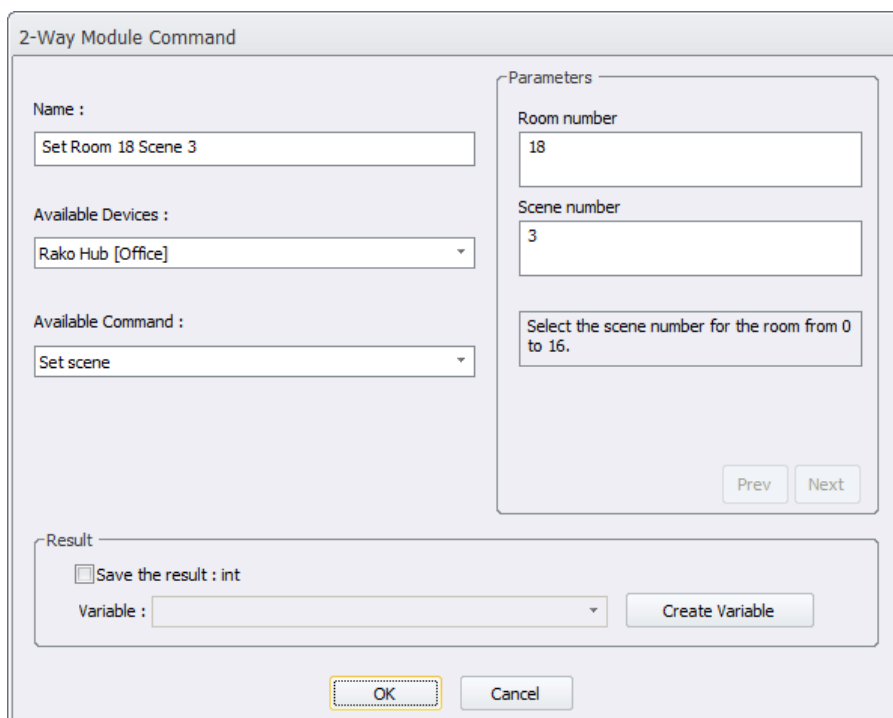
2-way module commands allow the programmer to incorporate features of the module into macro programming e.g., for astronomical scheduling or a 'watch movie' macro.



When the pop-up window appears, select Rako Hub in Available Devices. Give the command a name and then choose one of two options.

### Set Scene

This command allows you to activate a pre-programmed scene in a given area.

A screenshot of a dialog box titled '2-Way Module Command'. The dialog is divided into several sections. On the left, there are three fields: 'Name :' with the text 'Set Room 18 Scene 3', 'Available Devices :' with a dropdown menu showing 'Rako Hub [Office]', and 'Available Command :' with a dropdown menu showing 'Set scene'. On the right, under the 'Parameters' section, there are two input fields: 'Room number' with the value '18' and 'Scene number' with the value '3'. Below these is a text box that says 'Select the scene number for the room from 0 to 16.' and two buttons, 'Prev' and 'Next'. At the bottom of the dialog, there is a 'Result' section with a checkbox 'Save the result : int' and a 'Variable :' dropdown menu. To the right of the variable field is a 'Create Variable' button. At the very bottom are 'OK' and 'Cancel' buttons.

### Set Channel Level

This command lets you access an individual channel and change its level.

Please note:

- Use 0 to change all channels in an area.
- Levels are measured from 0 – 255.

**2-Way Module Command**

Name :  
Room 18 Channel 2 to 75%

Available Devices :  
Rako Hub [Office]

Available Command :  
Set channel level

Parameters

Room number  
18

Channel number  
2

Level  
191

Levels are measured from 0 - 255. Set channel to 0 for all channels in the room.

Prev Next

Result

☐ Save the result : int

Variable :

Create Variable

OK Cancel

## Set RGB

This command lets you set the colour of an RGB-capable circuit using RGB values.

**2-Way Module Command**

Name :  
New green

Available Devices :  
HUB [Engineering]

Available Command :  
Set colour

Parameters

Room number  
19

Channel number\*  
6

\*If using an RLED Standard mode (4 channel), please select the first channel.

Set your RGB levels from 0 - 255. E.g., green is 0, 255, 0.

Prev Next

Result

☐ Save the result : string

Variable :

Create Variable

OK Cancel

**2-Way Module Command**

Name :  
Room to blue

Available Devices :  
HUB [Engineering]

Available Command :  
Set colour

Parameters

Red Value  
0

Green Value  
0

Blue Value  
250

Prev Next

Result

☐ Save the result : string

Variable :

Create Variable

OK Cancel

If you are using a standard mode RGB dimmer with 4 channels, please select the first of those four channels to appear in Rasoft Pro.



## Device Events

Device Events allow you to react to outside triggers and use them in the Total Control platform.

### Scene Activation

The URC processor can trigger an event in programming whenever this scene is activated in the Rako system.

The screenshot shows the 'Edit Automated Settings' dialog box. On the left, the 'Name' field contains '18.2'. The 'Available Devices' dropdown is set to 'Rako Hub [Office]'. The 'Available Event' dropdown is set to 'Scene activation'. The 'Option' dropdown is empty. On the right, the 'Parameters' section has a 'Room number' field with '18' and a 'Scene number' field with '2'. At the bottom of the dialog are 'OK' and 'Cancel' buttons. Navigation buttons 'Prev' and 'Next' are located within the Parameters section.

### Fade

This event can be triggered when a room begins to fade in a particular direction. It is strongly advised that you combine it with a [Fade Stop](#) command.

The screenshot shows the 'Edit Automated Settings' dialog box for a 'Fade' event. The 'Name' field contains 'Room 18 fade up'. The 'Available Devices' dropdown is set to 'Rako Hub [Office]'. The 'Available Event' dropdown is set to 'On fade'. The 'Option' dropdown is empty. In the 'Parameters' section on the right, the 'Room number' field contains '18' and the 'Direction' dropdown is set to 'Up'. A 'Description' box contains the text 'Triggered when a room begins to fade up or down.' At the bottom are 'OK' and 'Cancel' buttons. Navigation buttons 'Prev' and 'Next' are also present.

## Fade Stop

This is triggered when the fade button in the room is released.

**Edit Automated Settings**

Name :  
Fade Stop

Available Devices :  
Rako Hub [Office]

Available Event :  
On fade stop

Option :

**Parameters**

Room number  
5

Description  
Triggered when a room stops fading up or down.

Prev Next

OK Cancel

## Limitation of Liability:

A. IN NO EVENT WILL AWE BE LIABLE FOR ANY DAMAGES RELATING TO THE DEALER'S OR ANY OTHER PARTY'S FAILURE TO PERFORM ITS RESPONSIBILITIES.

B. THE LIABILITY OF AWE, IF ANY, FOR DAMAGES FOR ANY CLAIMS OF ANY KIND WHATSOEVER AND REGARDLESS OF THE LEGAL THEORY WITH REGARD TO ANY ORDER PLACED BY THE DEALER HEREUNDER, REGARDLESS OF THE DELIVERY OR NON-DELIVERY OF SUCH PRODUCTS, OR WITH RESPECT TO THE PRODUCTS COVERED HEREBY, SHALL NOT BE GREATER THAN THE ACTUAL PURCHASE PRICE OF PRODUCTS WITH RESPECT TO WHICH SUCH CLAIM IS MADE. UNDER NO CIRCUMSTANCES SHALL AWE BE LIABLE TO THE DEALER FOR COMPENSATION, REIMBURSEMENT OR DAMAGE ON ACCOUNT OF THE LOSS OF PRESENT OR PROSPECTIVE PROFITS, EXPENDITURES, INVESTMENTS OR COMMITMENTS, WHETHER IN THE ESTABLISHMENT, DEVELOPMENT OR MAINTENANCE OF BUSINESS REPUTATION OR GOODWILL.

C. IN NO EVENT WILL AWE BE LIABLE FOR (I) ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES INCLUDING LOSS OF: USE, REVENUES, PROFITS, OR SAVINGS, EVEN IF AWE KNEW OR SHOULD HAVE KNOWN OF THE POSSIBILITY OF SUCH DAMAGES, OR (II) CLAIMS, DEMANDS OR ACTIONS AGAINST THE DEALER BY ANY PERSON.

D. In no event shall AWE be liable for any errors or omissions of the Dealer or any other third party.

E. In no event shall AWE be liable to any counterparty with the Dealer.

F. In no event shall AWE be liable to the end user of the Products.

G. In no event shall AWE be liable for any events beyond its control.