



# Programming Guide

Creating a Project File for an Existing  
Wireless System without a HUB



2025  
Version 2.0.0



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## 1.0 Scope

This guide provides step-by-step instructions for creating a Project File in Rasoft Pro from an existing Wireless system without a Bridge/HUB installed. The process involves accessing switches directly and reading the dip switches to obtain the House and Room numbers, or using a RAMPI to read the NFC/RF transmit data.

This guide does not intend to commission a newly installed wireless system. For assistance in this area, please refer to the [Wireless Module Setup Guide](#).

## 2.0 RCM Keypad System

### Step 1 Obtain the House and Room number from the RCM

#### NB

The process below is only necessary for one RCM; the remaining Room numbers of the RCMs will be found in Step 4.

- Remove the keypad from the wall.
- Look at the dip switches on the back of the keypad and add up the dip switches in the up position for each. The values are as follows:

Dipswitch	Value
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128

**Before continuing, it is important to have at least the House and Room number of an RCM in the System.**

## Step 2 Create a blank Project File

- Open the New Project Wizard and give the file a suitable name.
- Enter the House Number obtained from the RCM in the previous step.

**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

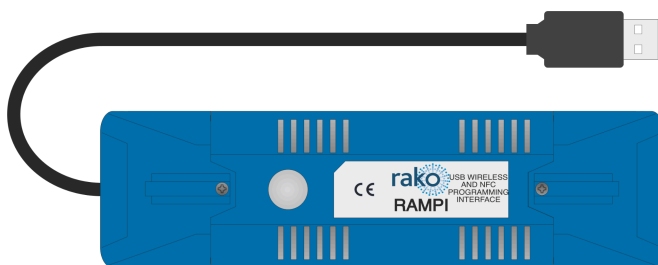
A new house number has been picked based on recent projects

Help < Back **Next >** Finish Cancel

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

## Step 3 Connect to the RAMPI

- Plug the RAMPI into the USB port on your computer, and Rasoft Pro should find the Device.



- Right-click on "RAMPI" in the communications box and select 'Connect/Disconnect'.
- If the "RAMPI" icon does not appear, click refresh below the communications box.

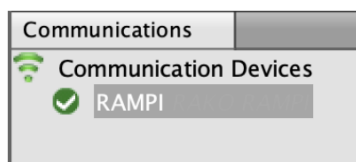


#### Step 4 Obtain the Room Number from the remaining Keypads

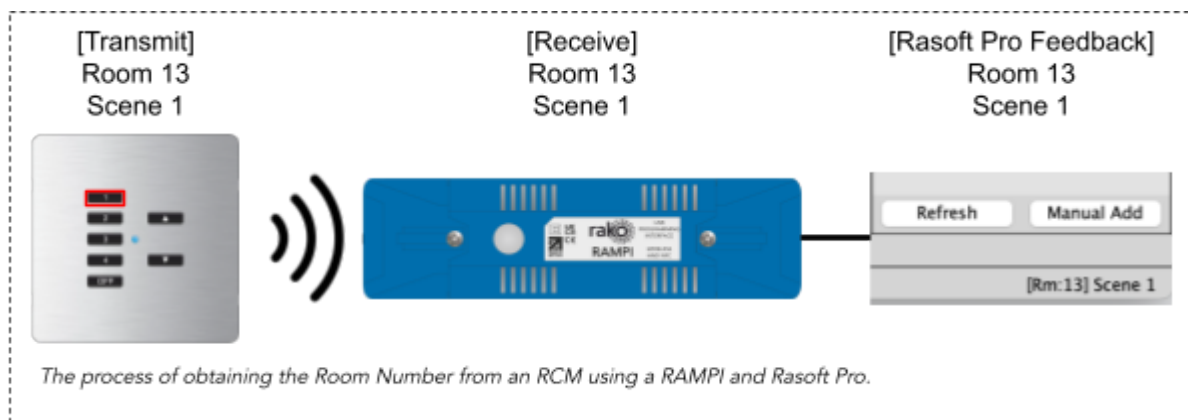
The House Number previously obtained from an RCM in Step 1 and set in Rasoft Pro can now be used to get the Room numbers from the remaining RCMs.

Before continuing, check the following:

- The RAMPI is connected in the Communication Devices with a green tick.

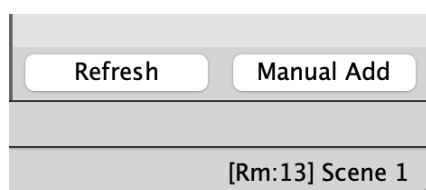


- The House Number is set in Rasoft Pro, matching the RCM from Step 1.



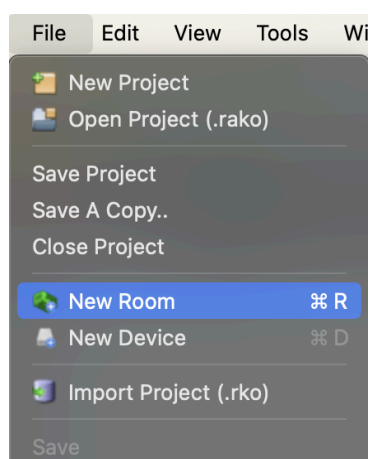
- To find the remaining Room Numbers, find an RCM in situ and press any button; there should be a solid blue light.

- Check the Bottom Right corner of Rasoft Pro under "Communication Devices", the RAMPI should have received the command from the RCM and will show the Room Number.



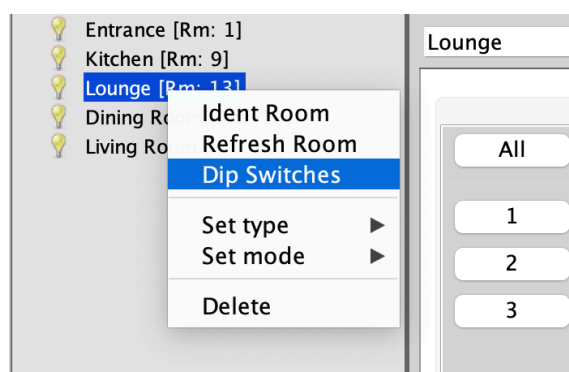
*Button 1 pressed on an RCM shows Room 13 - Scene 1.*

- Once the Room Number is known, the Room can be added to Rasoft Pro. Repeat the above steps for every Keypad in the system until all Room Numbers are known.
- Add the Rooms into Rasoft Pro by selecting File > New Room and following the setup wizard, and enter the Room Numbers discovered in the previous step.

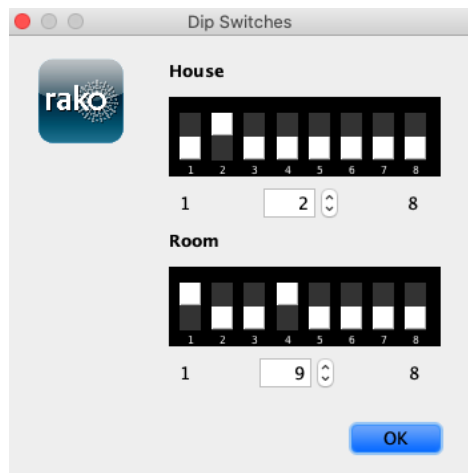


- Add all remaining Rooms to the Project File using this method.

Once all rooms have been added, there is a dip switches tab which can be accessed by right-clicking a room and selecting 'Dip Switches'.

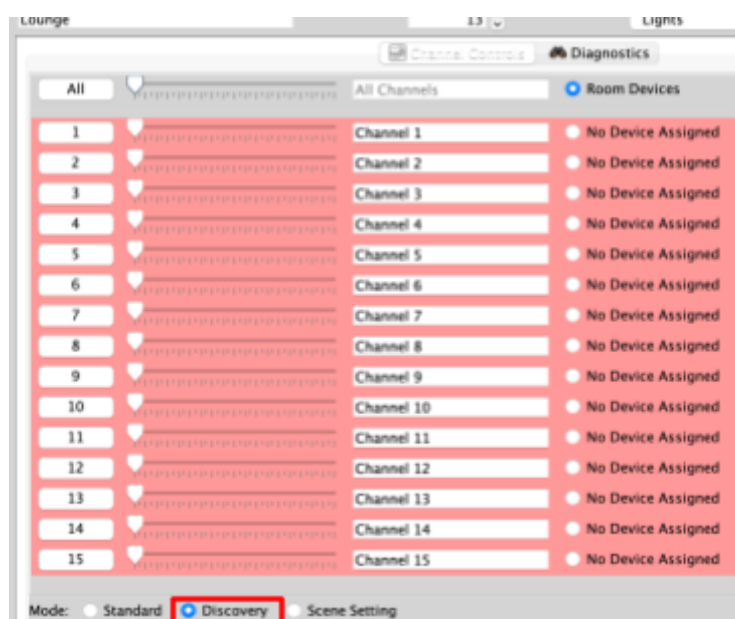


- A window will pop up showing the House and Room number of the selected Room.



## Step 5 Add Channels into Rasoft Pro

- After Rooms have been created in Rasoft Pro, the Channels which have Devices assigned to them need to be discovered and labelled in their respective Rooms.
- Select the first Room to be discovered in Rasoft Pro, and ensure that you are physically in the Room during this to observe the light fittings.
- Select 'Discovery' in the Room Editor, which will show all 15 Channels highlighted in red as no Channels are yet discovered.



- Individually move the sliders from 0-100% on each channel one at a time and label what circuit you can visually see turn off and on. The number "Ident" button can also be used to flash the lighting circuit.



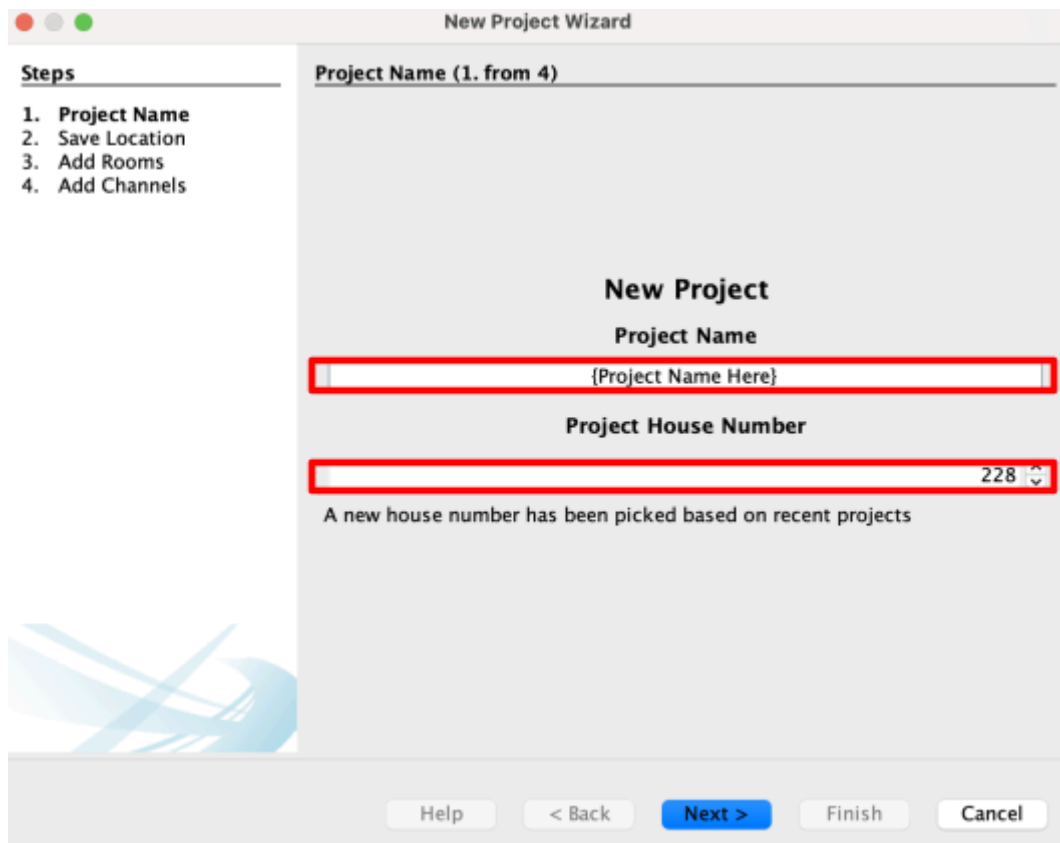
- After doing this, the Project File is in a similar state to if it had been downloaded from the HUB. However, the Scenes will need to be manually reset if desired.

## 3.0 NFC Keypads System

If the system has NFC Keypads instead of RCMs, then a HUB or RAMPI is needed to determine the House and Room the keypad is assigned to.

### 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).

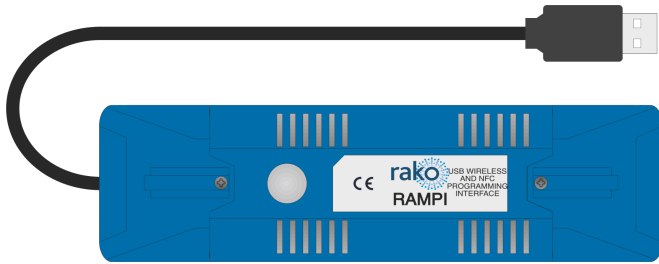




- Click "Next" on the remaining menus; on the final menu, click "Finish" to create a blank Project File.

## Step 2 Connect to the RAMPI

- Plug the RAMPI module into the USB port on your computer, and Rasoft Pro should find the Device.

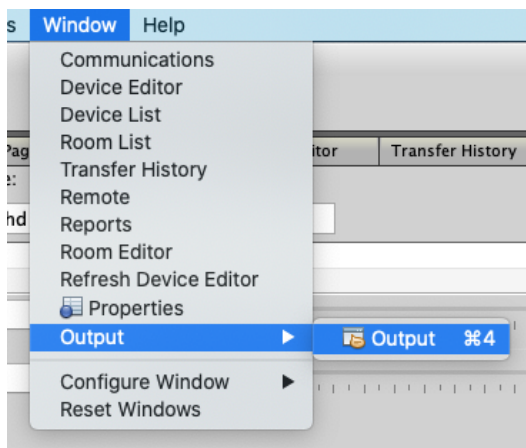


- Right-click on "RAMPI" in the communications box and select 'Connect/Disconnect'.
- If the "RAMPI" icon does not appear, click refresh below the communications box.

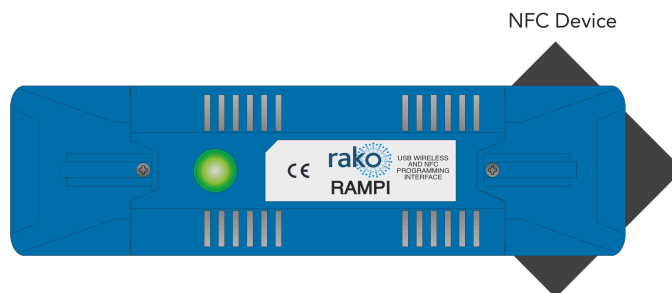


## Step 3 Reading NFC Data from the NFC Keypad

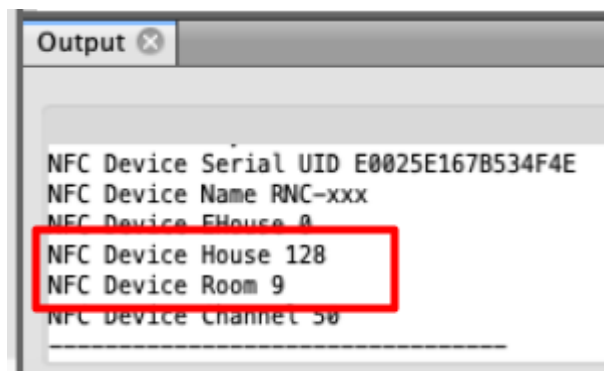
- Locate the "Window" option from the toolbar at the top of the screen.
- Select "Output" as shown in the picture below:



- Select the "RAMPI" tab that pops up along the bottom of the screen.
- Take the NFC Keypad off the wall and place it onto the RAMPI, The onboard LED should turn green to confirm that the NFC device is communicating.

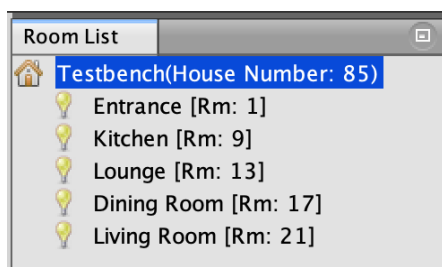


- Type "NFC" into the RAMPI tab, and the House, Room and Channel Number will come up as shown in the example below.



#### Step 4 Setting the House Number

- Once the House and Room numbers are known, it is essential to set the House Number on the Project File.
- Left-click the project name in the top left corner.

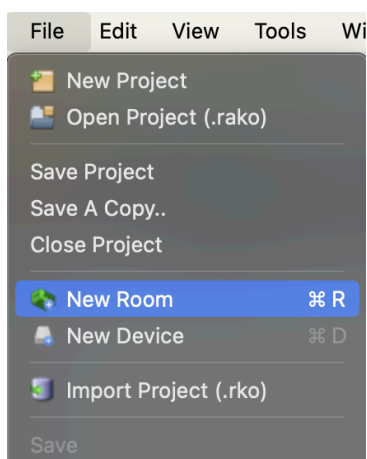


- In the properties window, highlight the House Number text field, and type in the House Number which was obtained on the back of the RCM via the dip switches and press enter. The correct House Number is now set.

Properties		
House Number	85	
Extended House N	0	
Title	Testbench	...
Description	<null value>	...
Contact Details	<null value>	...
Notes		...
Save Location	/Users/jorda...	...

## Step 5 Add Rooms into Rasoft Pro

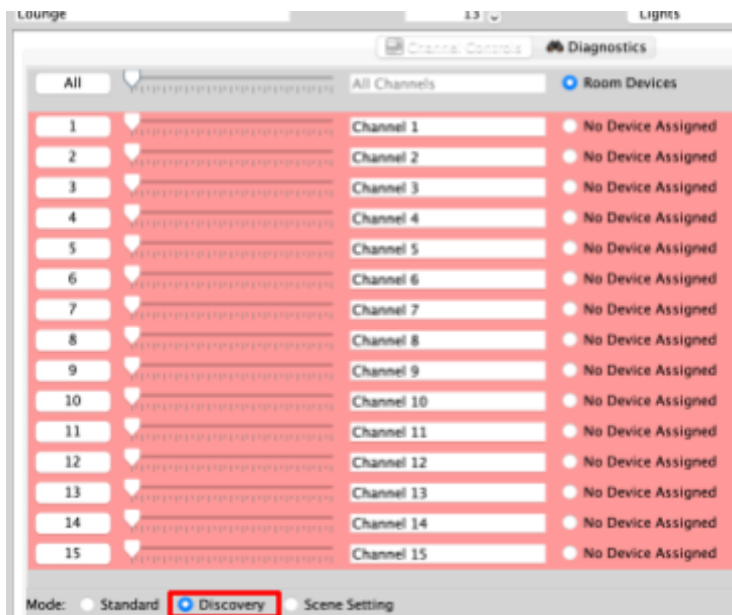
- Add the Rooms into Rasoft Pro by selecting File > New Room and follow the setup wizard.



- Add all remaining to the Project File using this method.

## Step 6 Add Channels into Rasoft Pro

- After Rooms have been created in Rasoft Pro, the Channels which have Devices assigned to them need to be discovered and labelled in their respective Rooms.
- Select the first Room to be discovered in Rasoft Pro, and ensure that you are physically in the Room during this to observe the light fittings.
- Select 'Discovery' in the Room Editor, this will show all 15 Channels highlighted in red as no Channels are yet discovered.



- Individually move the sliders from 0-100% on each channel one at a time and label what circuit you can visually see turn off and on. The number "Ident" button can also be used to flash the lighting circuit.



- After doing this, the Project File is in a similar state to if it had been downloaded from the HUB. However, the Scenes will need to be manually reset if desired.

## 5.0 Transferring Project File data to a new HUB.

Once the data has been recovered using one of the above methods, the data can be uploaded to a HUB, which enables app control and additional programming features. For more information, please refer to Appendix 4 of the [Wireless System Setup Guide](#) for full instructions.

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](http://www.rakocontrols.com) call our customer support helpline on 01634 226666. The office address is Rako Controls Ltd, Knight Road Rochester, ME2 2AH.

