Wired System Setup Guide

2025
Version 2.1.1

Contents

1 Requirements.....4
2 Create a new Rasoft Pro Project File.....4
2.1 Project name and House numbers.....4
2.2 Save Locations.....5
2.3 Adding Rooms.....5
2.4 Adding Channels.....6
2.5 Connecting to a WK-HUB.....7
SELECT A SYSTEM TYPE BEFORE CONTINUING.....8
3 Addressing the RAK-LINK.....9
3.1 Adding the RAK-LINK as a Device.....9
3.2 Device Status.....10
3.3 RAK-LINK Diagnostic LEDs.....11
4 Adding circuits to the RAK-LINK.....12
4.1 Adding RAKs to the RAK-LINK.....12
4.2 Identifying RAK output circuits.....13
4.4 Mapping the RAK-LINK.....13
4.3 RAK8-MB extra features.....15
5 Addressing the DIN-LINK.....16
5.1 Adding the DIN-LINK as a Device.....16
5.2 Device Status.....18
5.3 DIN-LINK Diagnostic LEDs.....18
6 Adding circuits to the DIN-LINK.....19
6.1 Adding DIN Modules to the DIN-LINK.....19
6.2 Identifying DIN output circuits.....21
6.3 Mapping the DIN-LINK.....22
6.4 DIN-LINK Module Box Info Menu.....23
7 Assigning a Wired Keypad.....24
7.1 WCM.....24
7.1.1 Addressing the WCM.....25
7.2 WK-EOS.....27
7.2.1 Addressing the WK-EOS.....27
7.3 WK-MOD.....29
7.3.1 Addressing the WK-MOD.....29
8 Keypad Configuration.....32
8.1.3 Mappings.....32
8.1.4 Keypad layout.....33
8.1.5 Output Action.....33
9 Setting scenes.....35

9.1 Advanced Scene Setting Features:.....36
Appendix 1 Setting up a WK-HUB.....37
A1.2.1 Connections.....37
A1.2.2 Configuration.....38
A1.2.3 Adding the HUB as a Device in Rasoft Pro.....40
Appendix 2 Power-Up Mode.....41
A2.1 Setting A Global Power-Up Mode.....42
Appendix 3 Fade rates.....42
A3.1 Change the Fade Rate for a Room.....42
A3.2 Change the Fade Rate for a Channel.....44
Appendix 4 Uploading to a HUB and App setup.....44
A4.1 Room Mode.....45
A4.2 Room Type.....46
A4.3 Channel Type.....46

1 Requirements

This guide is for programming a system using the Rasoft Pro software, which is available for download at http://www.rakocontrols.com/support/software.

Windows rako macOS

Programming the system will require a WK-HUB and a Windows or Mac computer. It may also be useful to have a full list of the Rooms and Channels that will be included in the project, so these can be entered when using the new project wizard.

2 Create a new Rasoft Pro Project File

All projects in Rasoft Pro require a file to be created. To create a new project file:

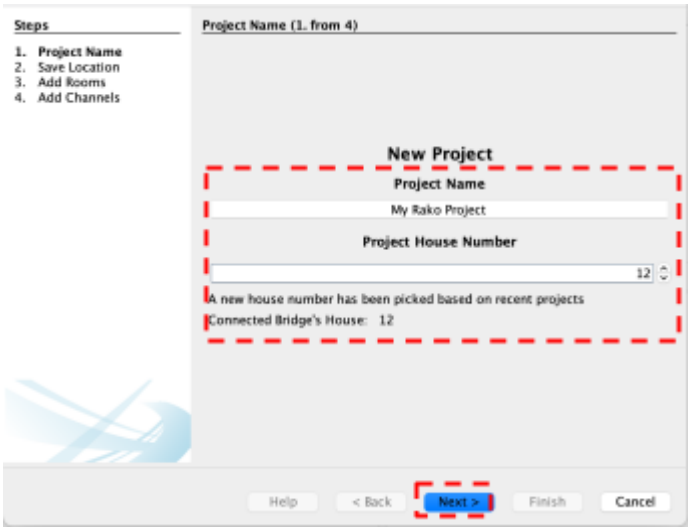
➔ Open Rasoft Pro

➔ Select “File” > “New Project” to bring up the new project wizard.

2.1 Project name and House numbers

➔ Choose a suitable project name, typically the name of the property.

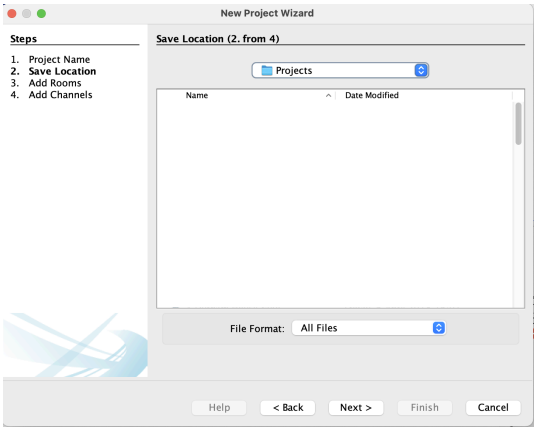
➔ Choose a House Number, typically the House Number of the property, and select "Next".



2.2 Save Locations

➔ Select the Save Location for the project file.

➔ Files saved at this location will appear in recent projects on the Rasoft Pro home screen when reopened.



2.3 Adding Rooms

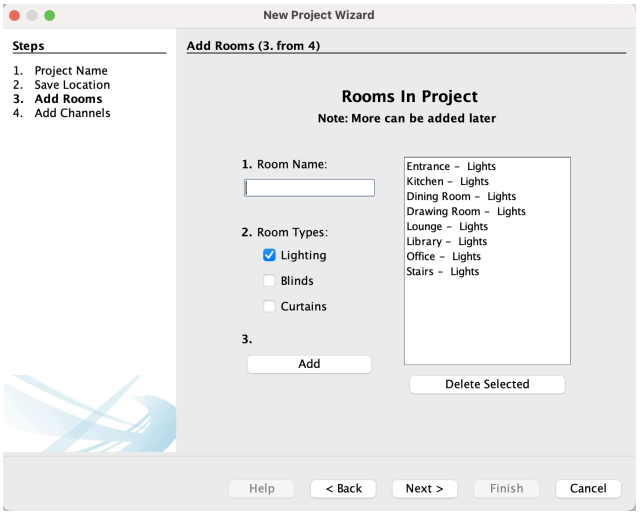
The next step of the Setup Wizard requires adding the Rooms. Additional Rooms can be added later if required. This step can also be skipped entirely if the Room names are not yet known.

➔ Using the text field, give the Room a name.

➔ Select the "Room Type".

➔ Select "Add".

➔ Repeat the previous steps for each Room required.

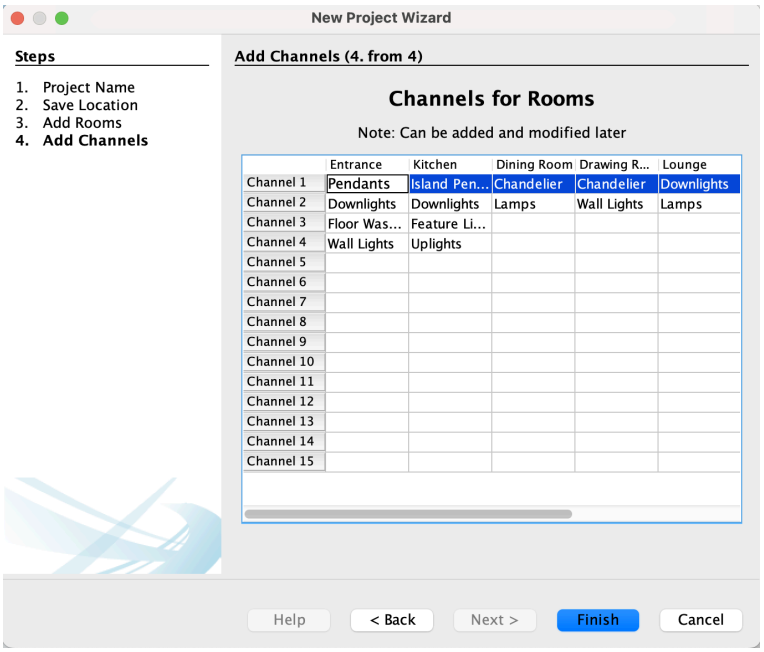


Once a Room has been added, it will appear under the Room List heading with an automatically assigned Room number. Continue adding until the box on the right-hand side is populated with all the Rooms in the property. Rooms can be deleted anytime by highlighting them and clicking “Delete Selected.”

2.4 Adding Channels

In the “Add Channels” screen, all the added Rooms will appear along the top. Each column below the Room name lists the Channels within that Room.

➔ Enter the name of each Channel for the corresponding Room. Each column has 15 cells, which represent Channel 1 through to Channel 15.



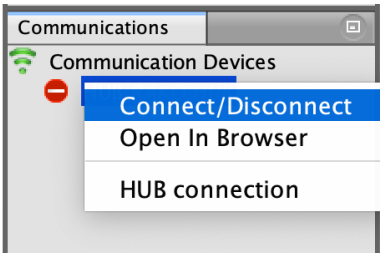
A Rako Room can have a maximum of 15 Channels.

2.5 Connecting to a WK-HUB

Before Devices can be added to the Project File, the WK-HUB needs to be set up as a communication Device. This allows the Wired system to be programmed between Rasoft Pro and the Windows or Mac computer. Once the project file is set up and Devices are added, the WK-HUB is uploaded with the Room, Channel, and Scene data to enable the use of the Rako App.

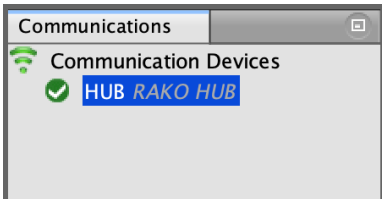
Before continuing, read the WK-HUB Instruction Manual up to section 4, as the Device must first be configured before programming the system.

➔ In the Communication Devices window at the bottom right side of Rasoft Pro, select "Refresh". The WK-HUB should appear with a red stop sign.



➔ Right-click the WK-HUB and select "Connect/Disconnect"

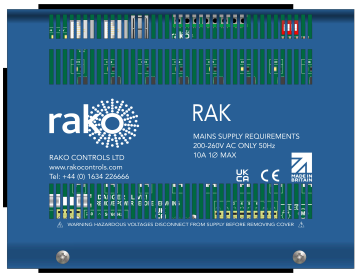
➔ The stop sign will change to a green tick. The Wired system is ready to be configured.



SELECT A SYSTEM TYPE BEFORE CONTINUING

There are two wired system types to choose from, which vary in their setup instructions. Go to the relevant section to continue the setup.

RAK System



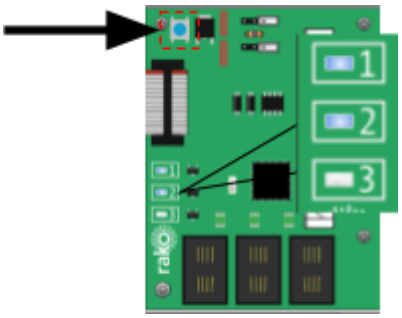
DIN System

3 Addressing the RAK-LINK

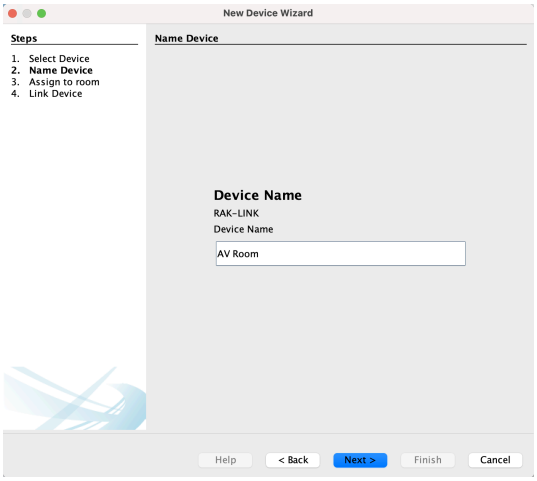
The RAK-LINK is an essential component of a Wired RAK system. It serves as a power supply for Rako Wired Devices and communicates between the Rako Wired Network (also referred to as RWN) and connected RAKs.

3.1 Adding the RAK-LINK as a Device

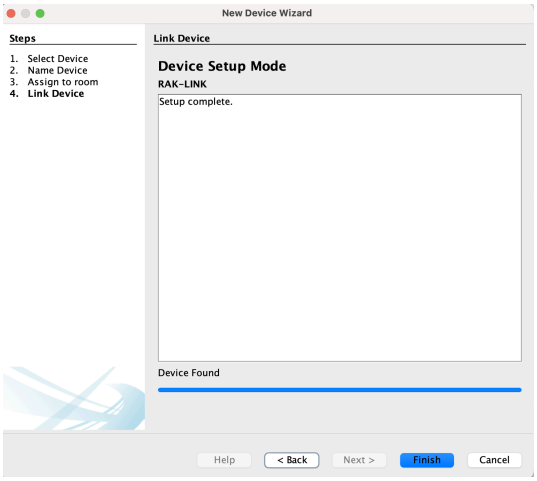
➔ Press and hold the setup button on the top circuit board, and a solid blue light will illuminate on LED 1. Once the blue light is flashing, release the button.



➔ A pop-up box will appear in Rasoft Pro, give the RAK-LINK a name and select "Next", and then select "Next" again.



➔ Select "Finish"



3.2 Device Status

Devices that are connected to the RWN will have a Device status at the top right of the Device editor. When a Device is selected, the status will appear in the Device Status section.

Device Status: Online: Version 0.5.1

Online: Indicates that the WK-HUB is communicating with the Device. The version number of the Device is shown.

Device Status: Virtual Device

Virtual Device: This Device has not been addressed. Programming menus are still accessible. This occurs if the setup has not been completed successfully or if a Device has been added off-site to be added to the project file later.

Device Status: Not Found

Not Found: The Device is assigned in Rasoft, but cannot communicate with the HUB.

Device Status: No Comms to check

No Comms to check: The HUB is not connected to the computer correctly or there is an error connecting to the IP network.

3.3 RAK-LINK Diagnostic LEDs

The RAK-LINK has three LEDs for feedback and diagnostics of the RAK-LINK and Wired system:

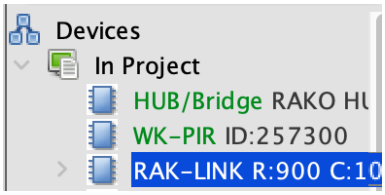
LED No.	Colour	Indicator	Uses/example
1	Blue	Device activity	• Device in setup (slow flash) • Network looping poll (fast flash)
2	Blue	Power/CAN bus activity	• **Solid:** Power detected • **Flashing:** CAN Bus Rx/Tx
3	Red	CAN Diagnostics	• CAN: warning • CAN: error

4 Adding circuits to the RAK-LINK

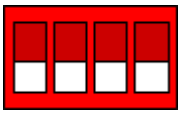
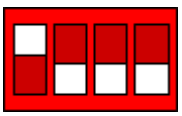
Once the RAK-LINK has been added as a Device, the connected RAKs and their outputs need to be configured.

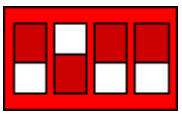
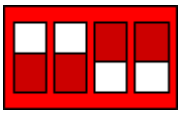
4.1 Adding RAKs to the RAK-LINK

➔ Select the RAK-LINK in the Devices section

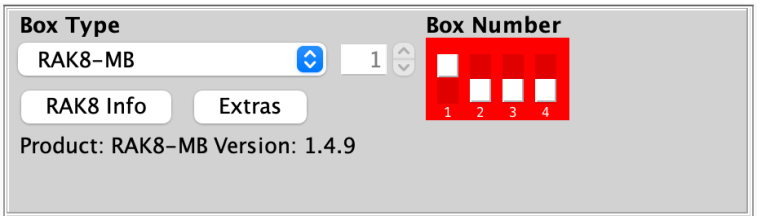


➔ Set the box numbers on the RAK8; there can be no more than four RAK8s on a single RAK-LINK.

Box No.	Dip switches	Description
Box 0		All dip switches down
Box 1		Dip switch 1 up

Box 2		Dip switch 2 up
Box 3		Dip switch 1+2 up

➔ On the RAK-LINK Device editor, select "Auto Discover". The RAK8s will populate in the window above, sorted by their assigned box number.



Auto Discover is intended for RAK8s only, if older RAKs are used then they need to be added manually. To do this, select "Specify extra RAK" at the bottom of the RAK-LINK configuration page.

The RAK type will need to be set for each RAK4 to display the correct programming menus.

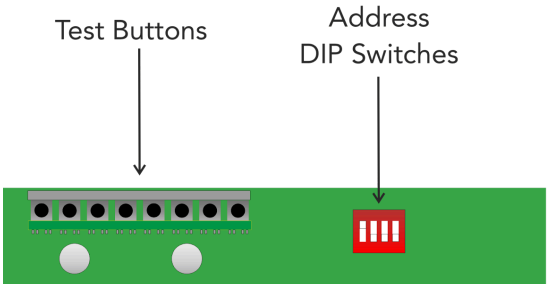
4.2 Identifying RAK output circuits

Before mapping the RAKs, each output needs to be identified. If the circuit outputs are unknown, the RAK8's test buttons can be used.

Each press of the test button will toggle the respective circuit on/off.

⚠WARNING

Ensure that the connected loads are made safe before testing.
Do not touch any part of the circuit board other than the test buttons when energised.

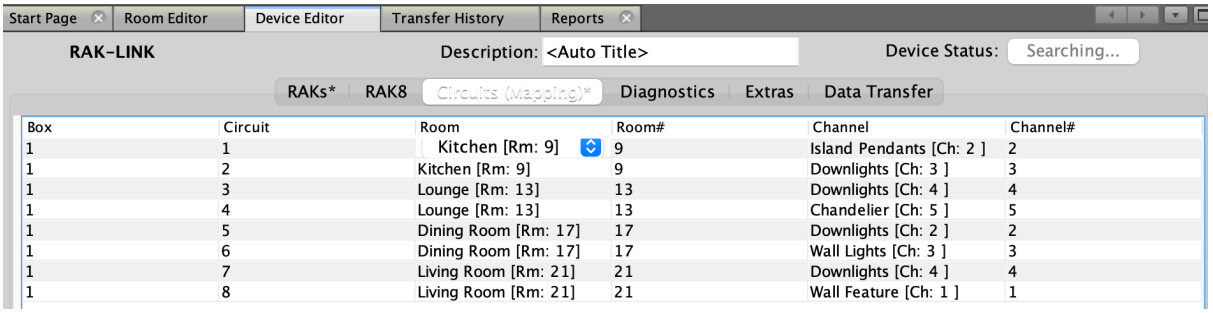


4.4 Mapping the RAK-LINK

Once the circuits have been identified and the RAKs have been added to the RAK-LINK, the circuits can be mapped to their respective Rooms and Channels.

➔ On the RAK-LINK Device Editor, select "Mappings"

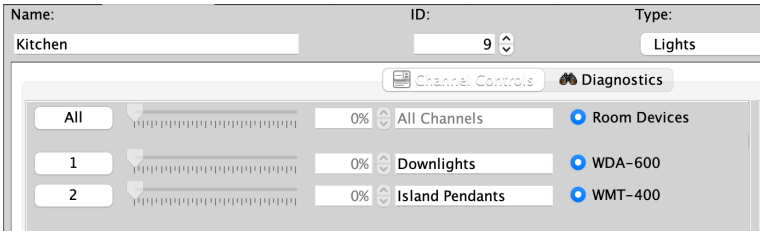
➔ Select the Room and Channel for each row, which corresponds to the Box and Circuit output number of the RAK.



Box	Circuit	Room	Room#	Channel	Channel#
1	1	Kitchen [Rm: 9]	9	Island Pendants [Ch: 2]	2
1	2	Kitchen [Rm: 9]	9	Downlights [Ch: 3]	3
1	3	Lounge [Rm: 13]	13	Downlights [Ch: 4]	4
1	4	Lounge [Rm: 13]	13	Chandelier [Ch: 5]	5
1	5	Dining Room [Rm: 17]	17	Downlights [Ch: 2]	2
1	6	Dining Room [Rm: 17]	17	Wall Lights [Ch: 3]	3
1	7	Living Room [Rm: 21]	21	Downlights [Ch: 4]	4
1	8	Living Room [Rm: 21]	21	Wall Feature [Ch: 1]	1

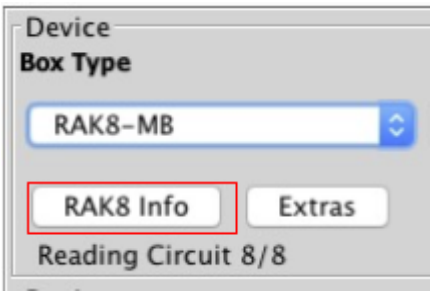
Once the mappings section has been completed, select "Save & Upload" for the changes to take effect.

To confirm that the circuits have been mapped successfully, select a Room from the Room List. The Channels will have an output assigned to them, as below.



If a Room is selected but the channel box is left blank then this circuit will remain unmapped. This means it will not respond to commands even from the assigned Room number.

4.3 RAK8-MB extra features

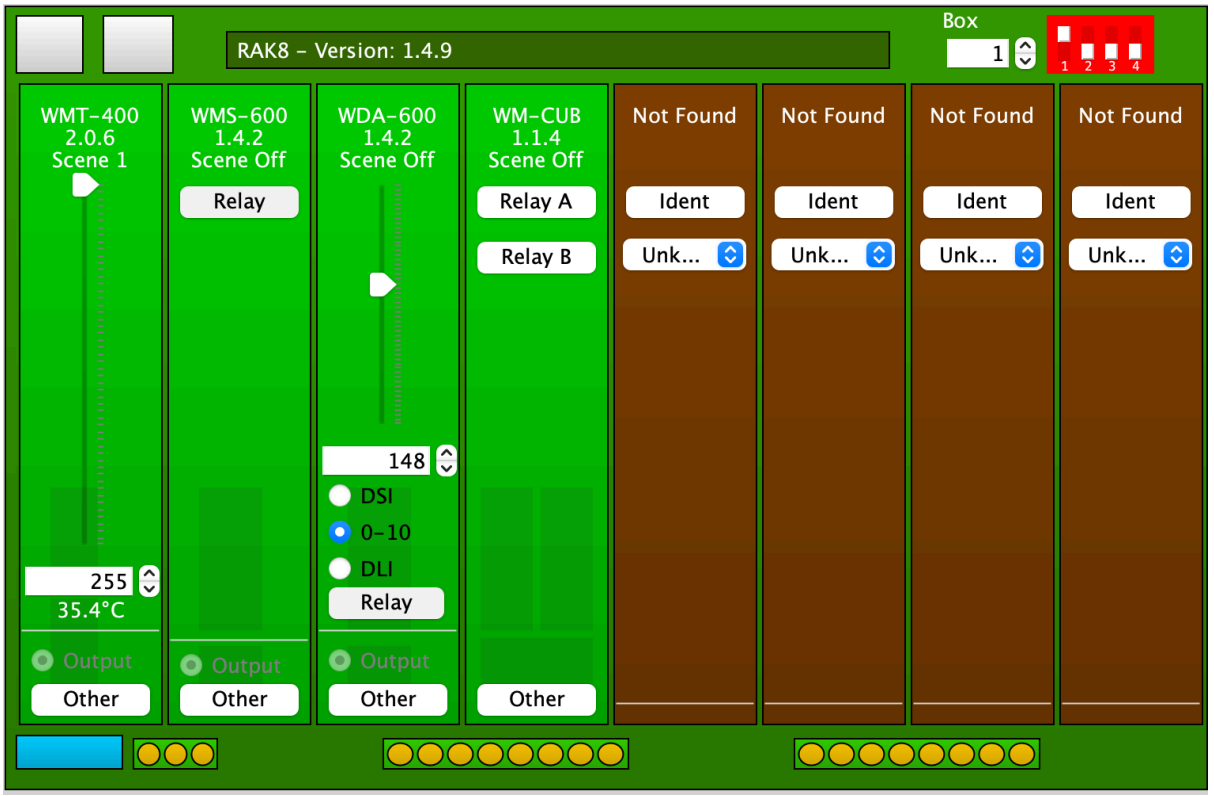


Additional information can be found on the RAK8-MB by selecting "RAK8 Info" on the RAK-LINK Device Editor.

When selected, the RAK8-MB will be scanned and the feedback will appear with the following information

- Card types and version
- Card current level
- RAK8-MB version

If a card is not found, or there is no card inserted into the RAK8-MB slot, "Not Found" will be shown.



RAK8 Info window in Rasoft Pro, the interface will vary depending on the RAK.

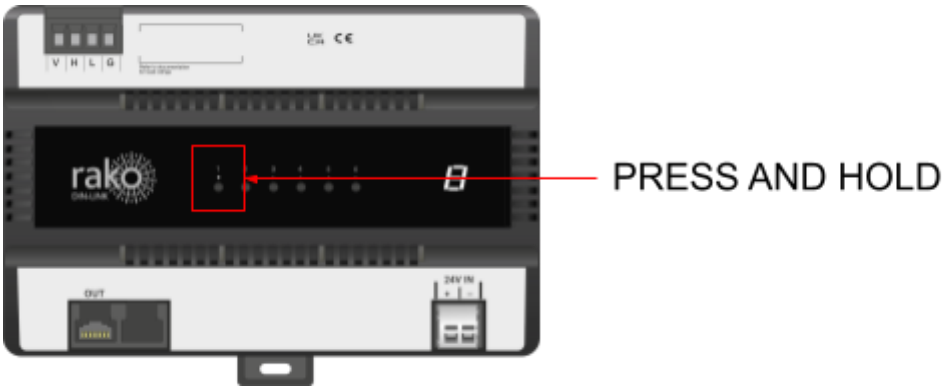
Commands can be sent from the interface above by selecting "Other" and then the Scene required. This can be useful when identifying circuit outputs.

5 Addressing the DIN-LINK

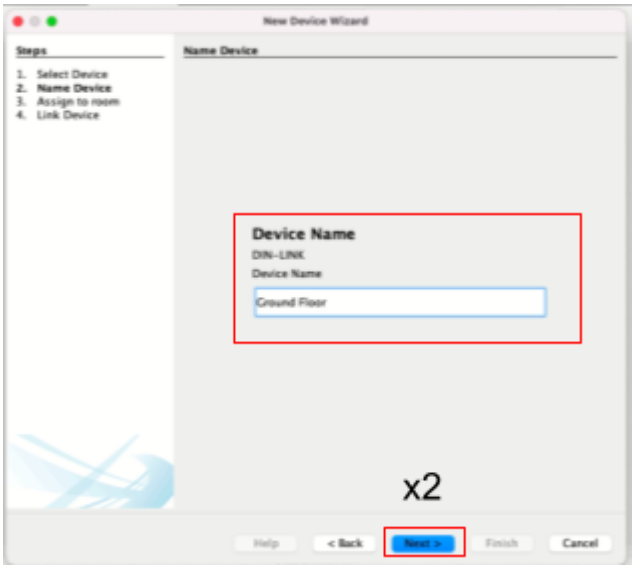
The DIN-LINK is an essential component of a Wired DIN system. It serves as a power supply for Rako Wired Network devices via the DIN-PSU-100 and communicates between the RWN and the DIN bus modules.

5.1 Adding the DIN-LINK as a Device

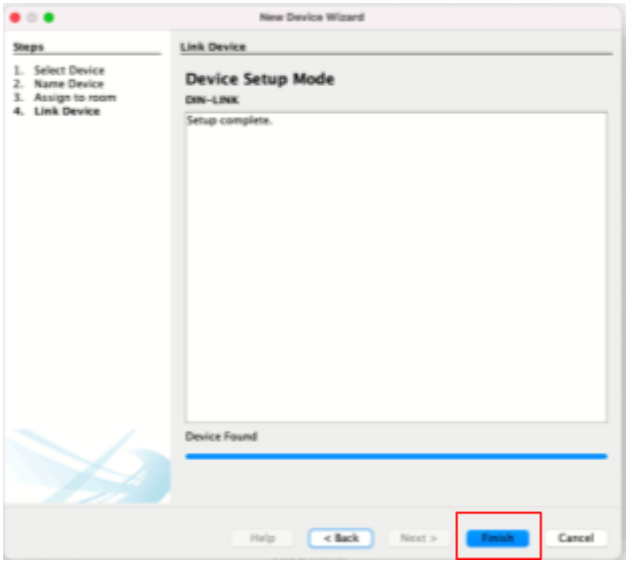
➔ Press and hold the setup button on the top circuit board, and a solid white light will illuminate on LED 1. Once the white light is flashing, release the button.



➔ A pop-up box will appear in Rasoft Pro, give the DIN-LINK a name and select "Next", and then select "Next" again.



➔ Select "Finish"



5.2 Device Status

Devices that are connected to the RWN will have a Device status at the top right of the Device editor. When a Device is selected, the status will appear in the Device Status section.

Online: Version 0.5.1

Online: Indicates that the WK-HUB is communicating with the Device, along with its version number.

Virtual Device

Virtual Device: This Device has not been addressed. Programming menus are still accessible. This occurs if the setup has not been completed successfully or if a Device has been added off-site to be added to the project file later.

Not Found

Not Found: The Device is assigned in Rasoft, but it was not discovered.

No Comms to check

No Comms to check: Rasoft cannot talk to the RWN. This indicates that the HUB is not connected to the computer correctly, or there is an error connecting to the IP network.

5.3 DIN-LINK Diagnostic LEDs

The DIN-LINK has six LEDs, which can provide useful information about the RWN and DIN bus:

LED No.	Indicator	Pattern	Uses/example
1	Device activity	SOLID: Bootloader or button held	The device is in setup RWN device polling mode
2	Power/RWN activity	BLINK: RWN Data Transmitting or Receiving	Power detected Transmitting or receiving data

6 Adding Mains DIN Modules to the DIN-LINK

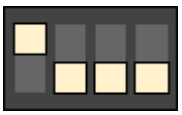
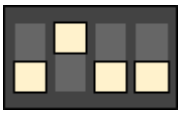
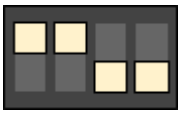
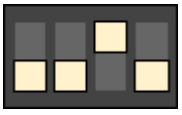
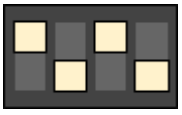
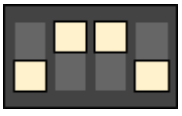
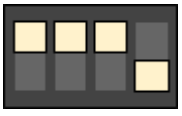
The following setup instructions cover the following DIN modules:

- DIN-8S
- DIN-4T
- DIN-4C

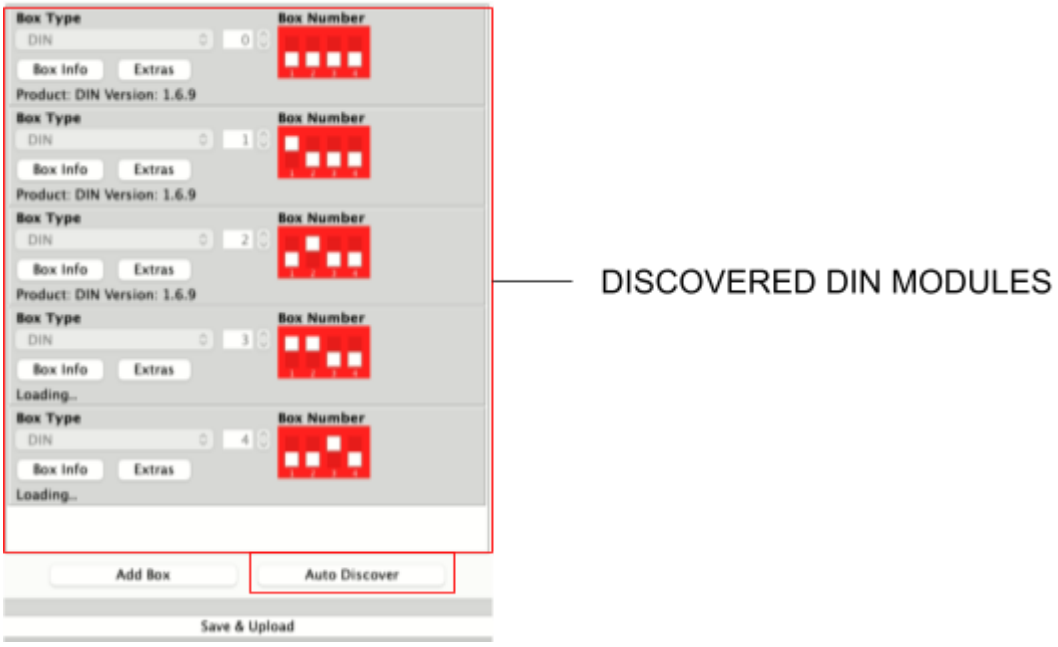
➔ Select the DIN-LINK in the Devices section

➔ Set the box numbers on the DIN modules; there can be up to eight per DIN-LINK

Box No.	Dip switches	Description
Box 0		All dip switches down

Box 1		Dip switch 1 up
Box 2		Dip switch 2 up
Box 3		Dip switch 1+2 up
Box 4		Dip switch 3 up
Box 5		Dip switch 1+3 up
Box 6		Dip switch 2+3 up
Box 7		Dip switch 1+2+3 up

➔ On the DIN-LINK Device editor, select "Auto Discover". The DIN modules will populate in the window above, sorted by their assigned box number.



6.1 Identifying DIN output circuits

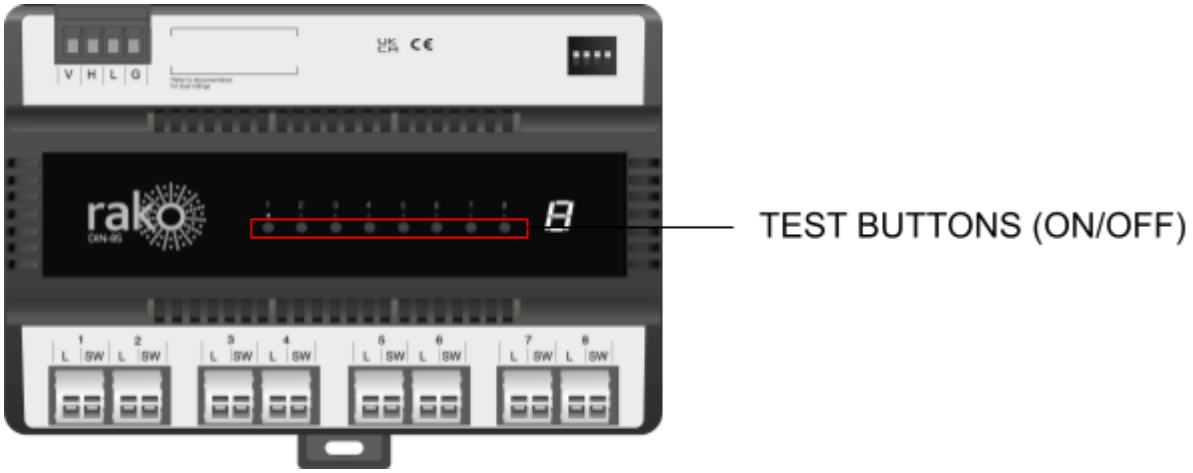
Before the mapping of the DIN modules can be done, each output needs to be identified. If the circuit outputs are unknown, the DIN module test buttons can be used.

Each press of the test button will toggle the respective circuit on/off.

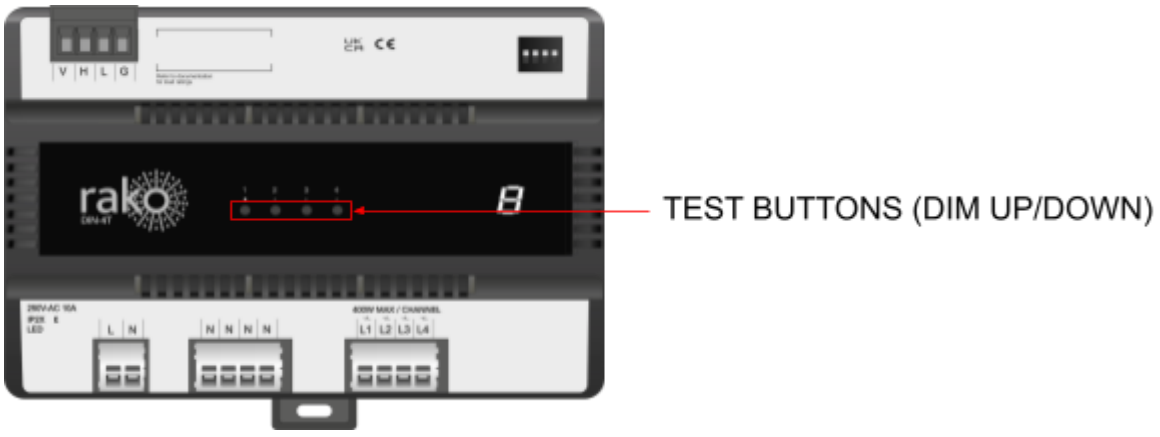
⚠WARNING

Ensure that the connected loads are made safe before testing.

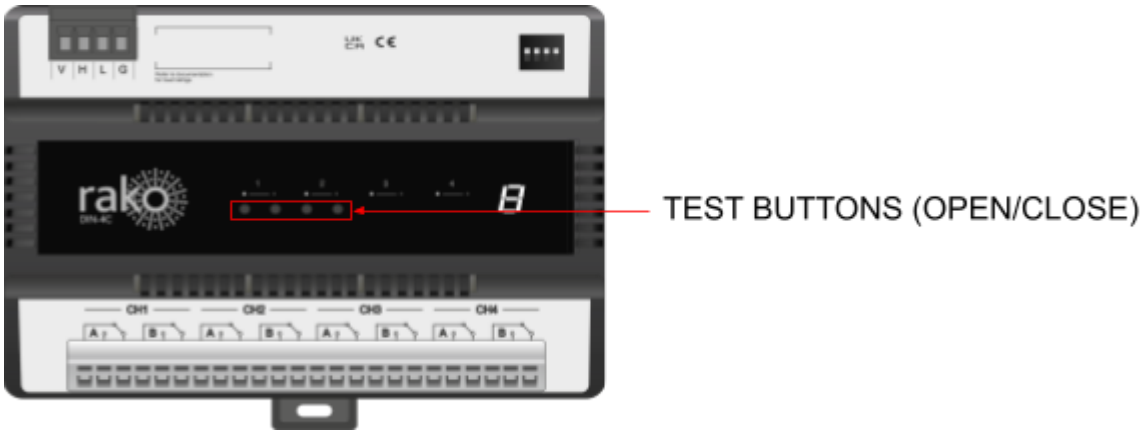
DIN-8S Test Buttons



DIN-4T Test Buttons



DIN-4C Test Buttons

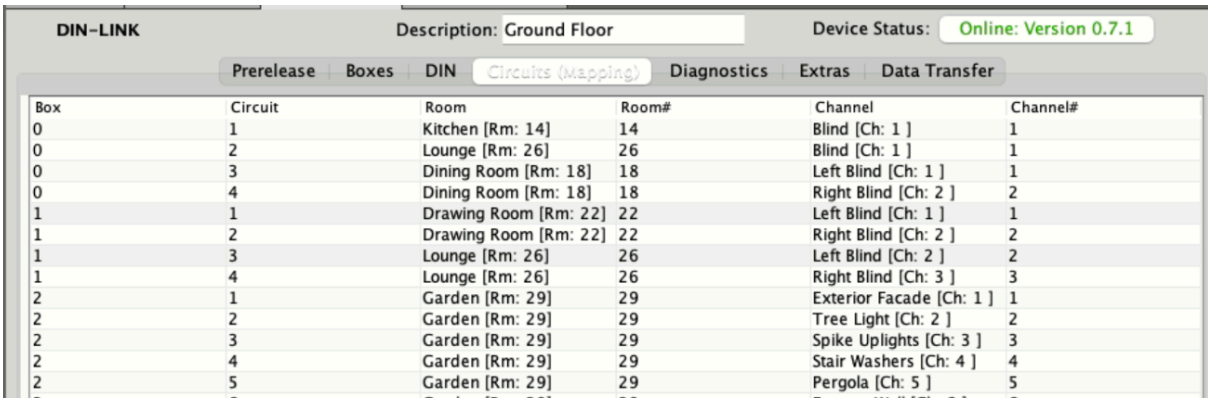


6.2 Mapping the DIN-LINK

Once the circuits have been identified and the DIN Modules have been added to the DIN-LINK, the circuits can be mapped to their respective Rooms and Channels.

➔ On the DIN-LINK Device Editor, select "Mappings"

➔ Select the drop-down menu for each Room and Channel, which corresponds to the Box and Circuit output number of the DIN module.



Box	Circuit	Room	Room#	Channel	Channel#
0	1	Kitchen [Rm: 14]	14	Blind [Ch: 1]	1
0	2	Lounge [Rm: 26]	26	Blind [Ch: 1]	1
0	3	Dining Room [Rm: 18]	18	Left Blind [Ch: 1]	1
0	4	Dining Room [Rm: 18]	18	Right Blind [Ch: 2]	2
1	1	Drawing Room [Rm: 22]	22	Left Blind [Ch: 1]	1
1	2	Drawing Room [Rm: 22]	22	Right Blind [Ch: 2]	2
1	3	Lounge [Rm: 26]	26	Left Blind [Ch: 2]	2
1	4	Lounge [Rm: 26]	26	Right Blind [Ch: 3]	3
2	1	Garden [Rm: 29]	29	Exterior Facade [Ch: 1]	1
2	2	Garden [Rm: 29]	29	Tree Light [Ch: 2]	2
2	3	Garden [Rm: 29]	29	Spike Uplights [Ch: 3]	3
2	4	Garden [Rm: 29]	29	Stair Washers [Ch: 4]	4
2	5	Garden [Rm: 29]	29	Pergola [Ch: 5]	5

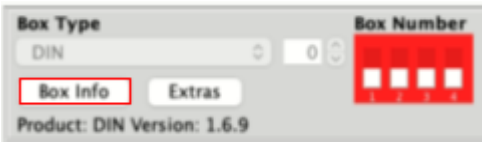
Once the mappings section has been completed, select "Save & Upload" for the changes to take effect.

To confirm that the circuits have been mapped successfully, select a Room from the Room List; the Channels will have an output assigned to them.

Ensure that the Room and Channel are mapped. If a Room is assigned but the channel box is left blank, the circuit will remain unmapped and unresponsive to Room commands.

6.3 DIN-LINK Module Box Info Menu

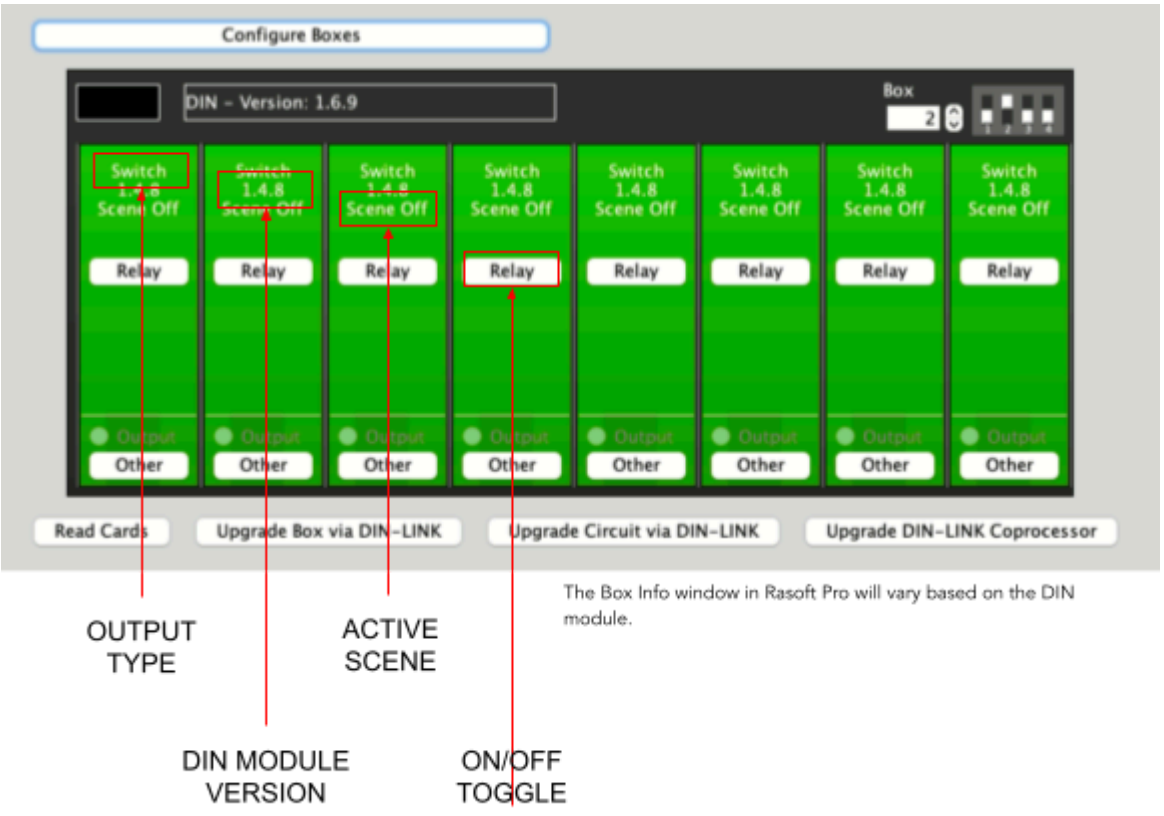
Additional information can be found on the DIN module by selecting "Box Info" on the DIN-LINK Device Editor.



When selected, the DIN module will be scanned and the feedback will appear with the following information

- Module Version
- Current Scene
- Current % Level

If the DIN module is not found, "Not Found" will be shown.

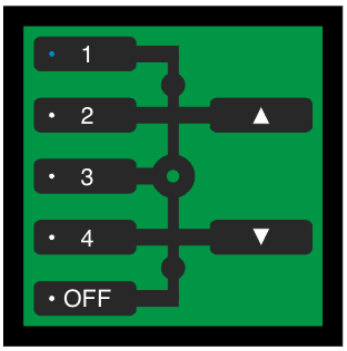


The Box Info window in Rasoft Pro will vary based on the DIN module.

7 Assigning a Wired Keypad

7.1 WCM

The WCM is a wall controller for use within a Rako Wired Network. It is designed to fit in a standard UK back box for wall mounting.

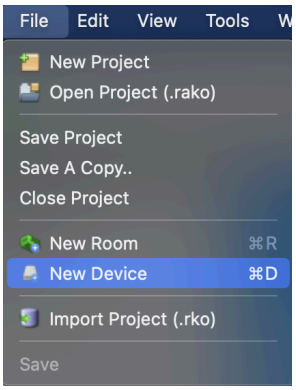


Depending on the WCM requirement, many button configurations are possible, ranging from Lighting, Blind and Audio control.

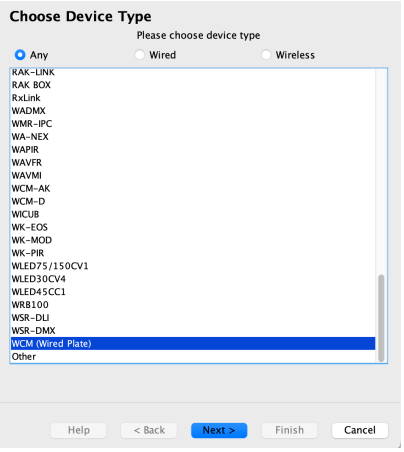
Commands can be assigned to the buttons to perform actions, such as switching a Scene for a Room or closing Blinds.

7.1.1 Addressing the WCM

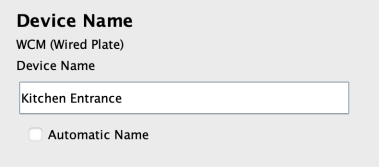
➔ In Rasoft Pro go to “File” > “New Device”



➔ Select WCM (Wired Plate) in the Device List, select "Next"

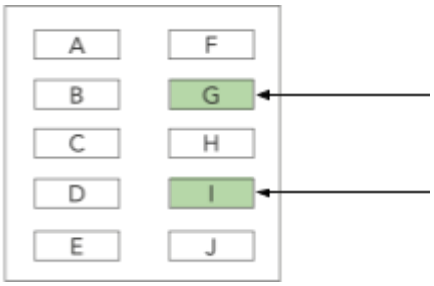


➔ Give the WCM a name and select "Next"

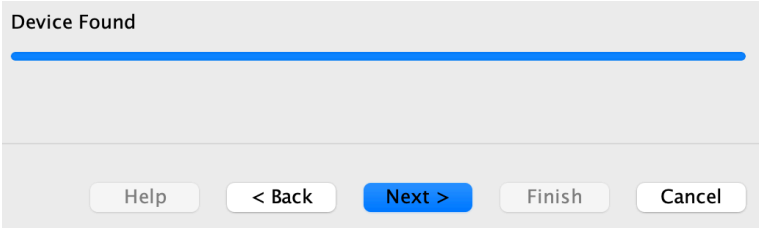


➔ Associate the WCM with a Room and select "Next"

➔ Press and hold the buttons G and I until the LEDs begin to pulse

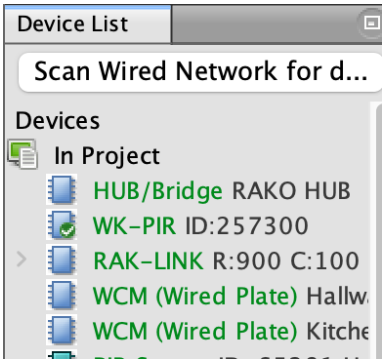


➔ The blue status bar should reach 100% and "Device found" will show in the setup, select "Next"



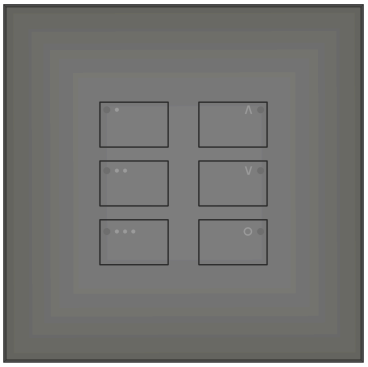
➔ Select a suitable template; the device layout will be printed on the box, eg, WCM-070.

Once the WCM has been added to Rasoft Pro, it will appear in the Device List and it is ready to be configured:



The WCM has been successfully added, to configure the device further, see 'Keypad Configuration'.

7.2 WK-EOS



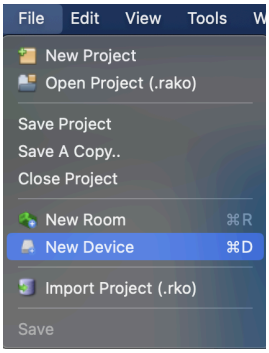
The WK-EOS is a 6-button Wired Keypad used in a Rako Wired Network.

Commands can be assigned to the buttons to perform actions, such as switching a Scene for a Room or closing Blinds.

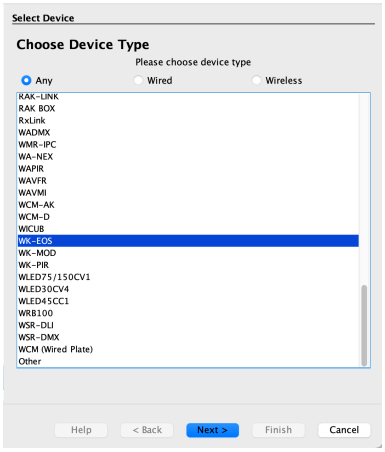
7.2.1 Addressing the WK-EOS

To add a WK-EOS to the Wired network, ensure that the previous steps in the guide have been followed to create a project file and connect to the WK-HUB.

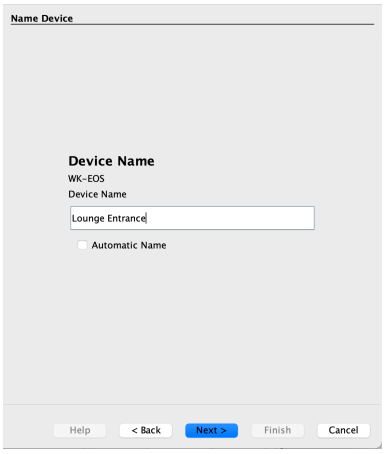
➔ In Rasoft Pro go to File > New Device



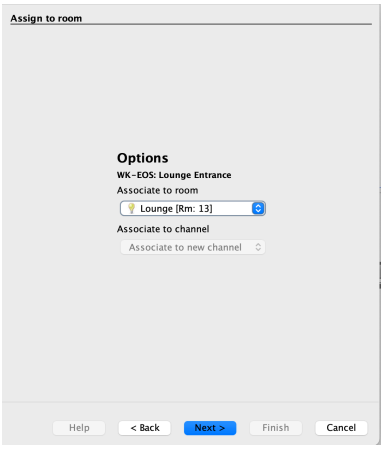
➔ Select WK-EOS in the Device List, select "Next"



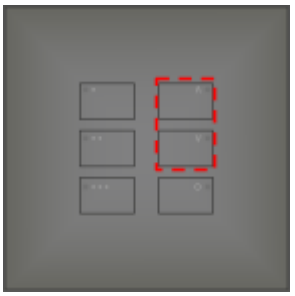
➔ Give the WK-EOS a name and select "Next"



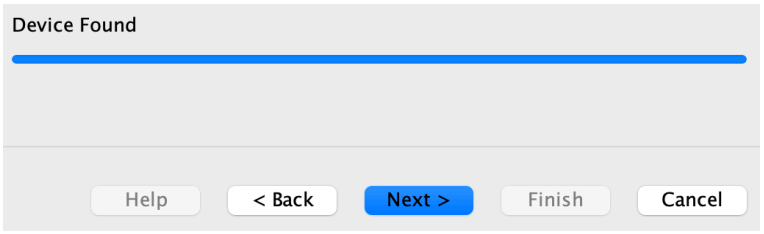
➔ Associate the WK-EOS to a Room and select "Next"



➔ Press and hold the raise and lower buttons until the LEDs begin to pulse



➔ The blue status bar should reach 100% and "Device found" will show in the setup, select "Next"

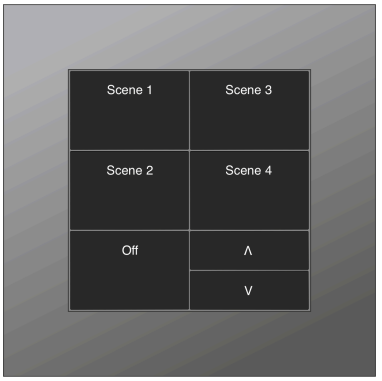


➔ Select a template and select "Finish"

The WK-EOS has been successfully added, to configure the device further, see 'Keypad Configuration'.

7.3 WK-MOD

The WK-MOD is a modular Keypad used in a Rako Wired Network. It is available in a wide variety of button configurations, as well as fully customisable button positioning and sizes should it be required.

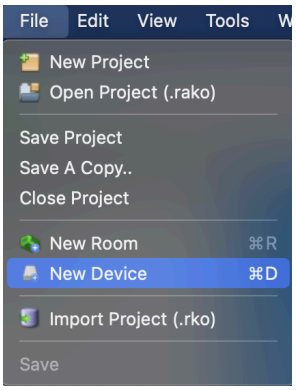


Through Rasoft Pro, commands can be assigned to the buttons to perform actions, such as switching a Scene for a Room or closing Blinds.

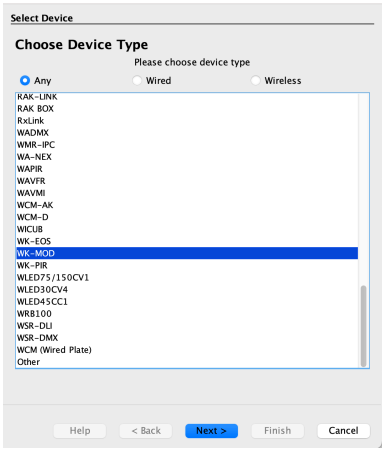
7.3.1 Addressing the WK-MOD

To add a WK-MOD to the Wired network, ensure that the previous steps in the guide have been followed.

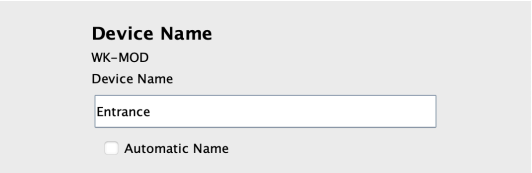
➔ In Rasoft Pro go to File > New Device



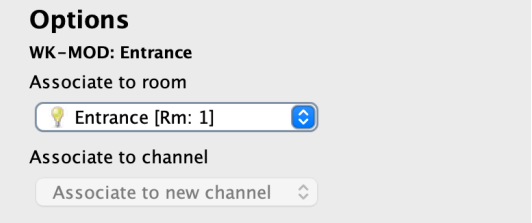
➔ Select WK-MOD (Wired Plate) in the Device List, select "Next"



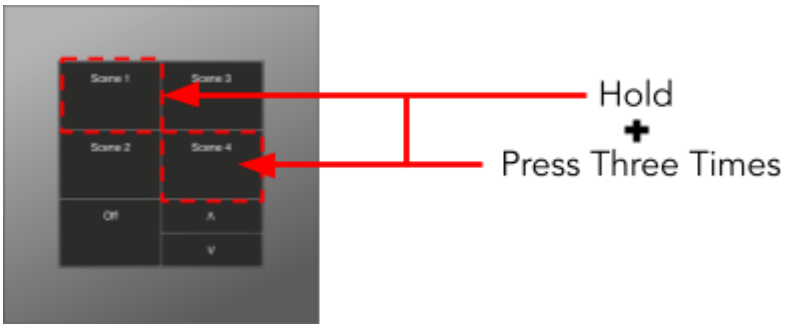
➔ Give the WK-MOD a name and select "Next"



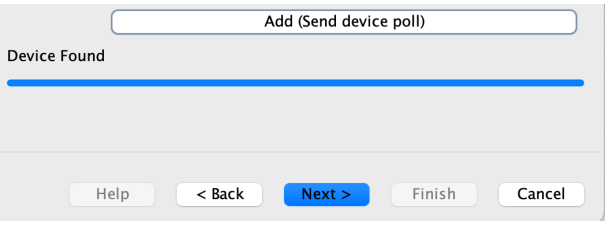
➔ Associate the WK-MOD to a Room and select "Next"



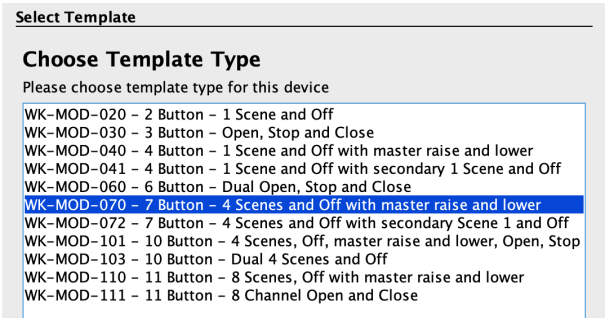
➔ Press and hold any button, and press any other button three times.



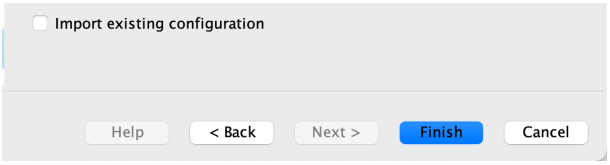
➔ The blue status bar should reach 100% and "Device found" will show in the setup. Select "Next".



➔ Select a template. The button configuration will be printed on the box. If it is a custom button layout, this can be configured within the WK-MOD menu after the setup wizard has completed.



➔ Once a suitable template has been selected, select "Next"



➔ The WK-MOD will appear in the Device list once successfully set up.

The WK-MOD has been successfully added, to configure the device further, see 'Keypad Configuration'.

8 Keypad Configuration

The following instructions apply to the WCM, WK-EOS and WK-MOD.

Once the Keypad has been added to Rasoft Pro, it can be configured further if additional programming is required which are not part of the default template.

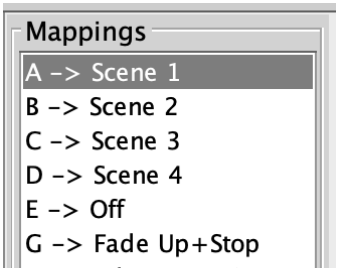
➔ Select the Keypad in the Device List

The device editor will appear and will be split into three sections, the appearance of the menu will vary slightly depending on the Keypad.

8.1.3 Mappings

A Mapping is the input of a button, each assigned with a letter.

Keypad	Number of Inputs	Range
WCM	10	A to J
WK-EOS	6	A to F
WK-MOD	12	A to L



Each button can have up to three mappings, allowing a single press to transmit multiple commands. For more than three mappings per button, use WK-HUB macros instead.

Existing mappings can be duplicated by right-clicking the mapping and selecting "Copy", then right-clicking a "disabled" mapping and selecting "Paste". This is common when programming another input with a similar output action and can speed up programming time.

8.1.4 Keypad layout

The Keypad Layout is used to define when an Output Action is transmitted, as well as the state of the buttons' LED.

Function	Description
LEDs	Sets the LED state when the button is pressed.
Enabled	The enabled checkbox must be checked for the button to function.

Send Stop On Release	When the button is released, a "Stop" command will be triggered.
Trigger on press	Trigger the output command when the button is pressed.
Trigger on release	Trigger the output command when the button is released.

8.1.5 Output Action

The commands transmitted by a button press are set in the "Output Action" section of the device editor. The available options include:

Function	Description
Room	The Room number of the output command.
Channel	The Channel number of the output command, can be All Channels or an individual Channel.
No Action	
Scene	A Scene is triggered, select a Scene between 1-16.
Level	
Fade-Up/Fade-Down	Used to manually dim lighting circuits. Also for opening/closing blinds. "Send Stop on Release" must also be checked when using this option.
Tunable White	Set the colour temperature output.
Macro	Trigger a macro on the WK-HUB.
Custom String	Triggers custom strings set on the WK-HUB.
Holiday	Controls the Holiday Mode state between Playback and Record.

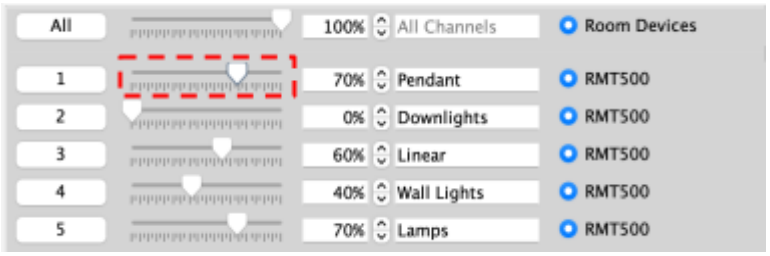
Motor Command	Used to stop compatible 3rd party motors configured in the WK-HUB.
Event Control	Enable and disable Events on the WK-HUB
Mapping Control	Enable and disable mappings on the WK-HUB
Macro Control	Enable and disable Macros on the WK-HUB
Toggle	The Toggle function will alternate between two commands. There are three variations of Toggle: • Level (1-100%/0%) • Scene (Scene X/ Off) • Fade (Fade Up/Fade Down)
Ident	Causes the target Room/Channel to flash momentarily and is mainly used for circuit identification during commissioning.

9 Setting Scenes

➔ In Rasoft Pro, click on the Room to bring up the Room editor tab and select the Room which requires a Scene change.

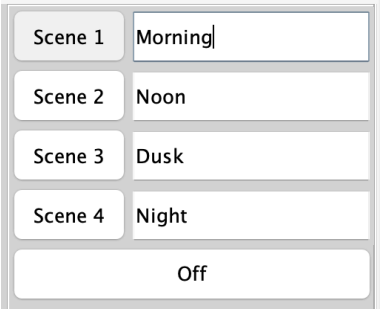
➔ Select a Scene (the selected Scene button will be outlined in blue)

➔ Move the slider for each Channel to the desired light Level



➔ Press “Store Scene”

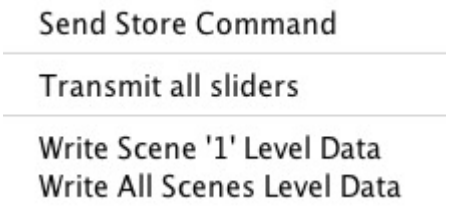
➔ Scenes can be renamed by editing the text fields.



➔ To add additional Scenes to set, select "Add Scene"

9.1 Advanced Scene Setting Features:

To access additional scene setting features, right-click on the "Store Scene" button to make a drop-down menu appear:



Extra options allow Rooms to be transmitted without the need to individually reset every slider for every Channel.

Send Store Command:
Performs the same function as pressing the "Store Scene" button normally (left clicking).

Transmit all sliders:
Re-transmits all the current slider Levels for the selected Scene.

Write Scene "1" Level Data:
Uploads all Levels and stores the currently selected Scene.

Write All Scenes Level Data:
Re-uploads all Scene information for the Room to all dimmers addressed to it.

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.

Appendix 1 Setting up a WK-HUB

A1.2.1 Connections

➔ Connect the HUB to an accessible network via the supplied Ethernet cable.

➔ Connect the RJ11 from the HUB to the Rako Wired Network.

➔ Allow 2-3 minutes for the HUB to start up; there will be a blue light on the top when the HUB has finished starting up.

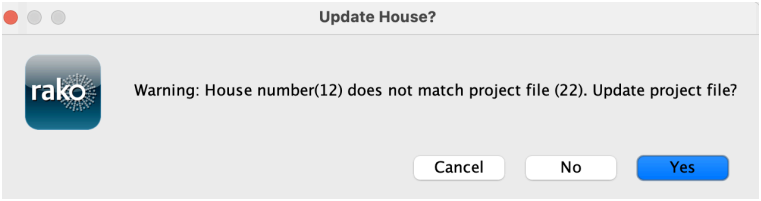
➔ Select "Refresh" on the communications Devices

➔ Right-click the HUB in Communication Devices and select "Connect/Disconnect"

➔ A green tick will verify that the connection has been successful.

NB
The House number for the project file and the House number on the HUB *must* be the same; if there is a mismatch, there will be a warning in Rasoft Pro when connecting to the HUB.

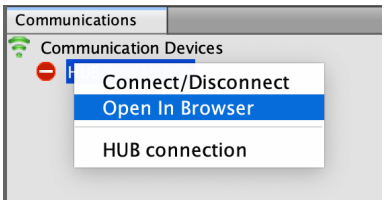
⚠ The House number for the project file and the House number on the HUB must be the same; if there is a mismatch, there will be a warning in Rasoft Pro when connecting to the HUB.



A1.2.2 Configuration

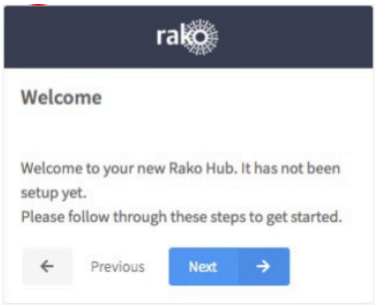
➔ Right-click the HUB in the Communication Devices

➔ Select "Open in Browser"

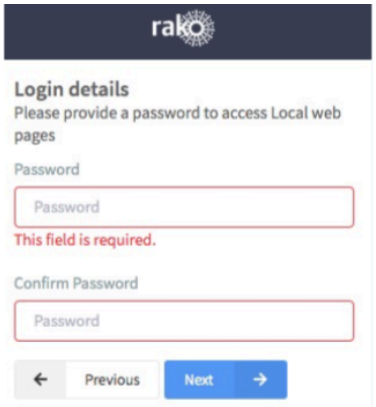


➔ A web browser will open the HUB web pages.

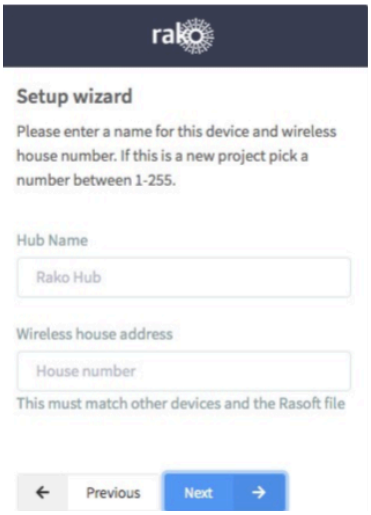
➔ If this is the first time opening the HUB, the Setup Wizard will begin. Select "Next"



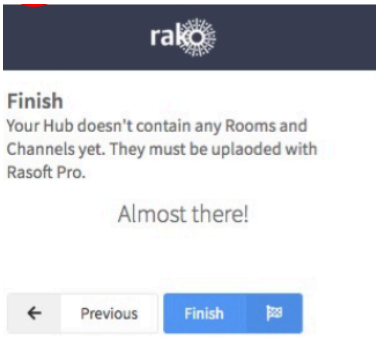
➔ Choose a password and select "Next".



➔ Choose a name for the HUB, as well as the House address matching the Project in Rasoft Pro. Select "Next".



➔ Select "Finish"



The HUB basic setup is complete. Devices can now be configured.

As a final check, it is advisable to disconnect and reconnect to the HUB:

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

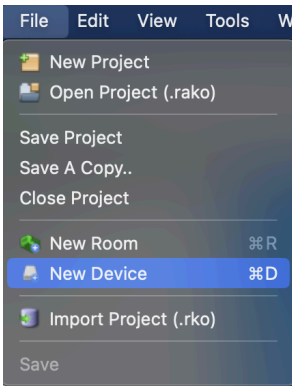
If a pop-up box appears with a warning about the House number, click "Cancel." Do not continue programming. There is a conflict between the Project File House number and the House number on the HUB.

A1.2.3 Adding the HUB as a Device in Rasoft Pro

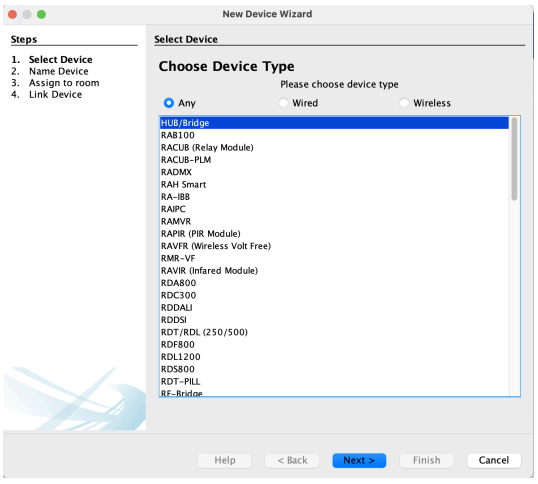
Once the HUB has been configured in the web pages, it needs to be added as a Device to Rasoft Pro to upload the Room and Room information for App control.

➔ Connect to the HUB by double-clicking it in the Communication Devices; a green tick will show to verify the connection has been successful.

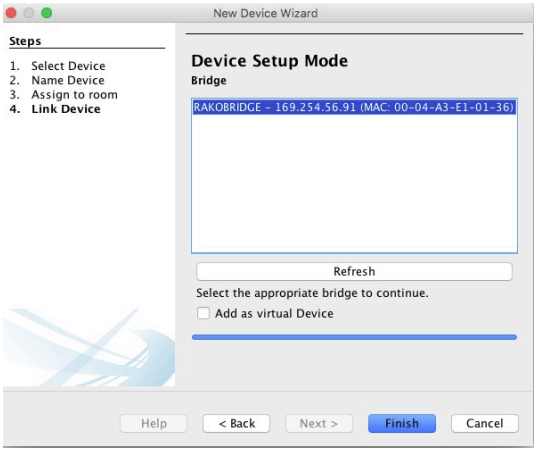
➔ Go to "File > New Device"



➔ Select "HUB/Bridge" and "Next"



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



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

Once the HUB has been added as a Device, it will require further setup for App control. See A4 Uploading to a HUB/Bridge and App setup for further information.

Appendix 2 Power-Up Mode

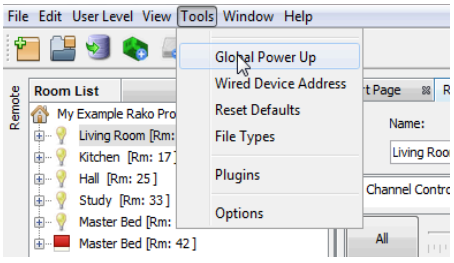
The Power-Up mode determines the Level or Scene a Device will output when it is initially switched on at the supply.

The default Power-Up mode is 100%

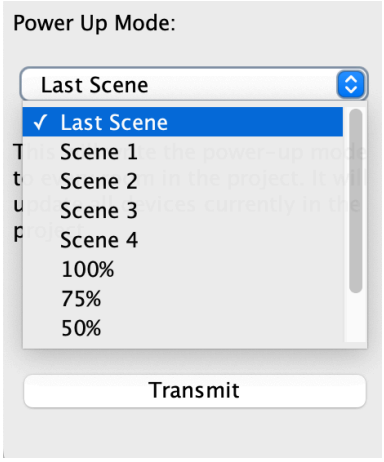
A2.1 Setting A Global Power-Up Mode

It is possible to set the Power-Up Modes "globally" for the entire System. To access this menu:

➔ Select "Tools" > "Global Power Up".



➔ Select the Power-Up Mode required.



➔ For systems which are left empty for long periods of time, "Off" is a recommended Power-Up Mode.

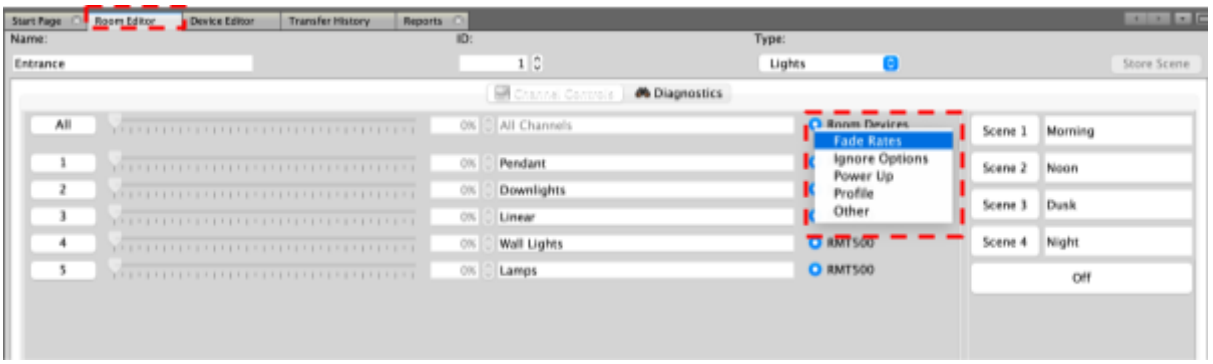
➔ Systems that are constantly in use, "Last Scene" is a recommended Power-Up Mode.

Appendix 3 Fade rates

Using Rasoft Pro, it is possible to edit the rate at which Rako modules Fade between Lighting Levels.

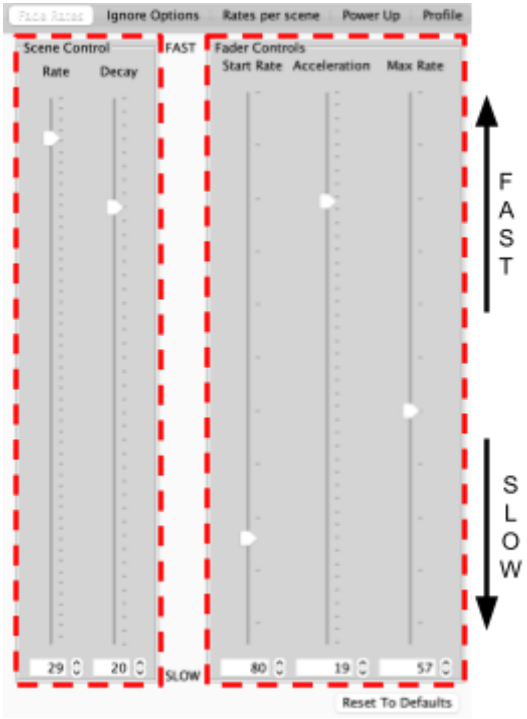
A3.1 Change the Fade Rate for a Room

➔ Open the Room editor, right-click Room Devices and select "Fade Rates".



This will set Fade Rates for every Device in the Room. To set Fade Rates for a specific Device, select it in the Device List and click on the Fade Rates tab in the Device editor.

The Fade Rate menu will be displayed as below.



Two types of Fade Rates can be adjusted:

Scene controls

The rate at which Circuits move between Rooms (including Off).

Fader controls

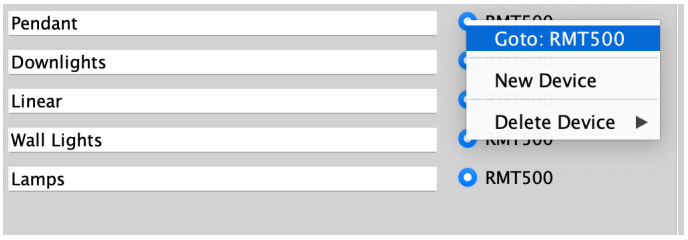
Will change the rate at which Circuits dim up or down when the Fade buttons (raise/lower) are used.

> ⚠ Setting all of the fader controls to max speed will make it almost impossible to dim the lights from the Fade Up/Fade Down buttons.

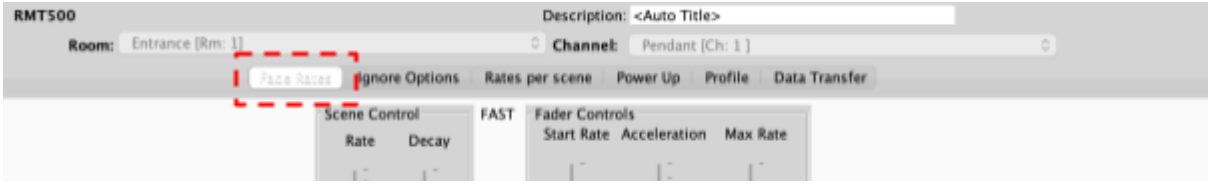
A3.2 Change the Fade Rate for a Channel

When a specific Room requires a change in Fade Rate, it can be adjusted in the Room Editor.

➔ Go to the Room Editor, and right click the assigned Device, select "Go to (Device)"



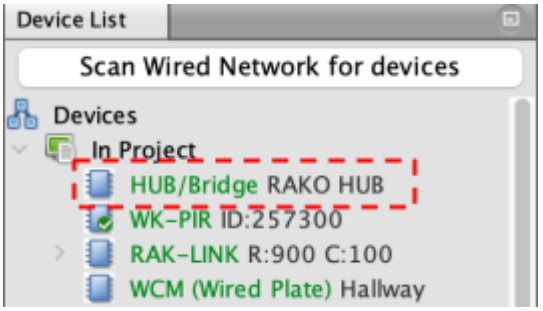
➔ Select the "Fade Rate" tab



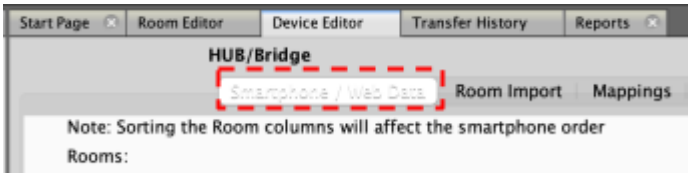
Appendix 4 Uploading to a HUB and App setup

After a system has had all Rooms, Channels and Devices added, the information needs to be uploaded to the HUB in order to control the System via the App and the web pages.

➔ Select the HUB in the Device List



➔ Select "Smartphone/Web Data"



➔ Select "Save & Upload Room Data to HUB/Bridge"

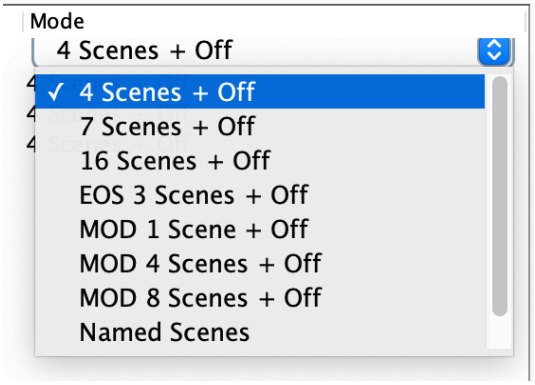
The Room, Channel and Scene information is now uploaded to the HUB, and can be accessed via the Rako App or via the HUB webpages.

A4.1 Room Mode

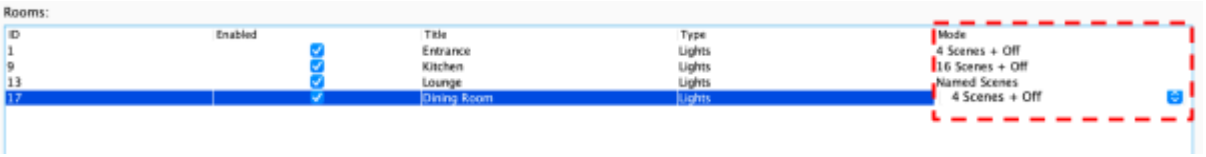
The App will display a 4 Scenes + Off arrangement by default. There are additional options depending on the control panels used and the number of Scenes required in the App.

To change the Room Mode:

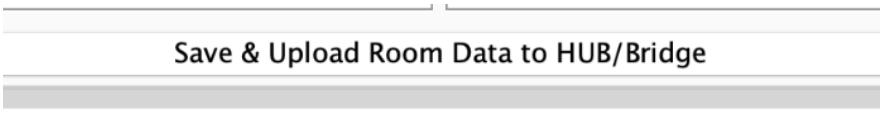
➔ In the Smartphone/Web Data section, select the "Mode" drop down menu for the relevant Room.



➔ Select the required option for each Room.



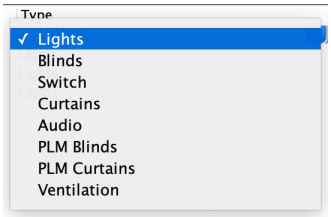
➔ Select "Save & Upload Room Data to HUB/Bridge"



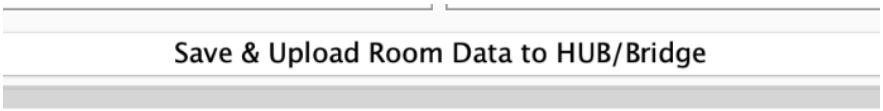
A4.2 Room Type

If a Room is not for dimmable lighting, the Type can be changed.

➔ In the "Smartphone / Web Data" menu, select the "Type" drop-down menu for each Room to specify its Type.



➔ Once the Room Types have been set, select "Save & Upload Room Data to HUB.

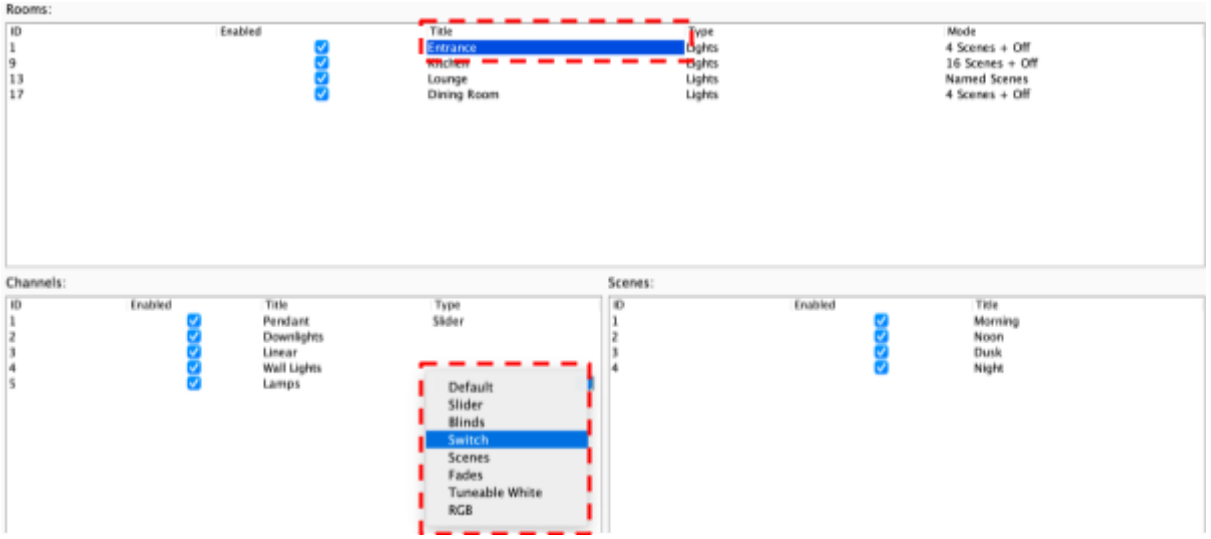


A4.3 Channel Type

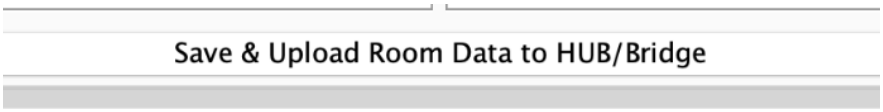
Similar to Room Type, individual Channels can be set to different circuit types. The most common use is setting a non-dimmable circuit to "Switch", which will remove dimming options on the App and instead give an "On/Off" option.

To set a Channel Type:

➔ In the Smartphone/Web Data section, select the Room to highlight it and select the "Type" drop-down menu for the relevant Channel.



➔ Once the Type has been selected for all of the relevant Channels, select "Save & Upload Room Data to HUB/Bridge"



A4.4 Smartphone / Web Data Options

Enable

When the box is ticked, the Room will appear in the App. Rooms which are not intended for direct control via the App should be unticked.

Title

The names of the Rooms on the left side menu will be displayed here, and the names in the list will appear in the App.

Type

Changes the options available for the Channel in the App, for example, if a circuit is changed to a "Switch", in the App an "On/Off" layout will be shown rather than a Slider.

Mode

Depending on the requirements of the Room on the App, the Mode can be set to show different button configurations, the correct configuration will depend on the individual requirements as well as the Keypads used.

Room Order

The order of the rooms can be adjusted by selecting the header to sort numerically or alphabetically, and by dragging the rooms up/down to create a customisable order.