



# Application Sheet

## Advanced Control Panel

### Features



2026  
Version 2.0.0



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# 1 - Introduction to Advanced Control Panel Features

The RCM is a single-room controller used in a Rako Wireless system. It requires no software to configure and is set up using the House and Room dip switches. When additional functionality is required of the RCM, there is a wide selection of modes the RCM can be put into, depending on the application.

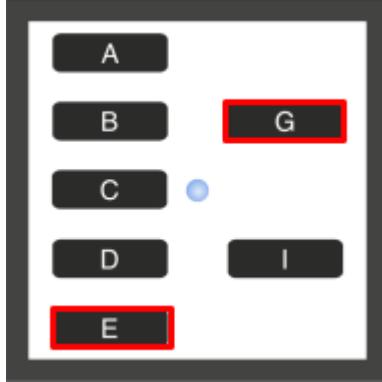
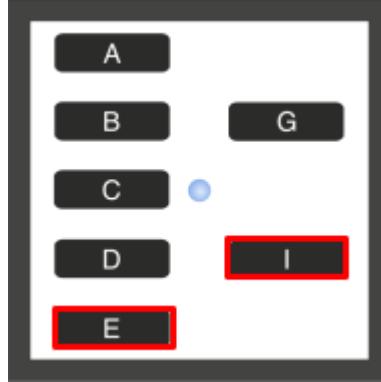
## How to Enable Features

The button combinations shown in this document are enabled/disabled by pressing and holding the button combinations highlighted in red for 5 seconds.

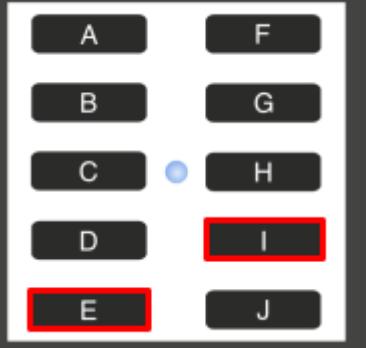
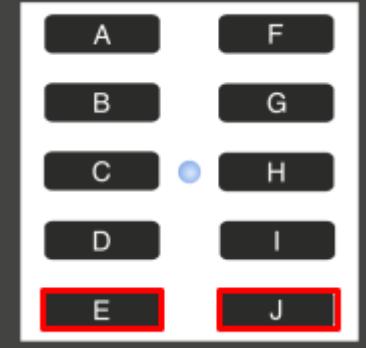
## 2 - Whole House OFF

When enabled, holding the OFF button for 4 seconds will cause the RCM to transmit Room 0 - Off. The short press will still send a local Room off command.

### 7 Button

ENABLE	DISABLE
 A diagram of a 7-button control panel. The buttons are labeled A, B, C, D, E, G, and I. Buttons A, B, C, D, and E are black rectangles. Buttons G and I are black rectangles with a red border. A small blue dot is located between buttons C and D. Buttons A, B, C, D, and E are highlighted with a red border, indicating they are the buttons to be held for 5 seconds to enable the feature.	 A diagram of the same 7-button control panel. The buttons are labeled A, B, C, D, E, G, and I. Buttons A, B, C, D, and E are black rectangles. Buttons G and I are black rectangles with a red border. A small blue dot is located between buttons C and D. Buttons G and I are highlighted with a red border, indicating they are the buttons to be held for 5 seconds to disable the feature.

## 10 Button

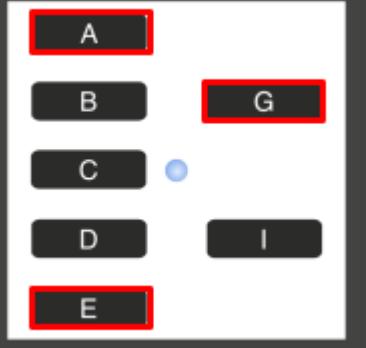
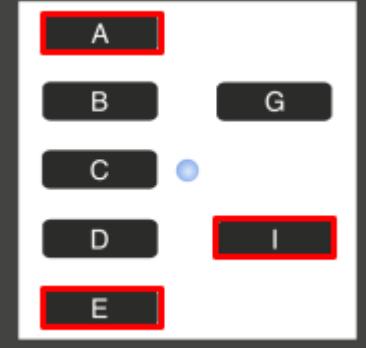
ENABLE	DISABLE
 A 2x5 grid of buttons. Buttons A, B, C, D, E, F, G, H, J are black with white text. Button I is red with white text. A blue dot is on button C. Buttons A, B, C, D, E, F, G, H, J are black with white text. Button I is red with white text. A blue dot is on button C.	 A 2x5 grid of buttons. Buttons A, B, C, D, E, F, G, H, J are black with white text. Button I is red with white text. A blue dot is on button C. Buttons A, B, C, D, E, F, G, H, J are black with white text. Button I is red with white text. A blue dot is on button C.

## 3 - Channel Mode

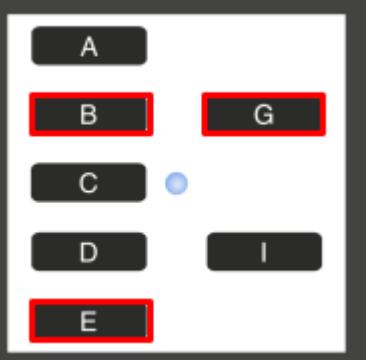
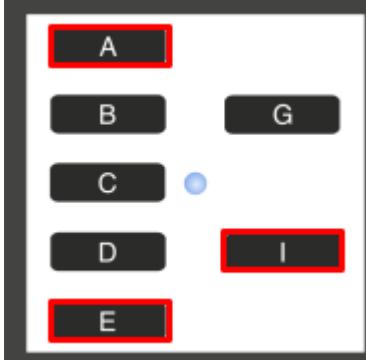
When enabled, each numbered button toggles between two selected actions on a single channel. The fade buttons control the last numbered button pressed, and 'Off' turns off all channels.

## 7 Button

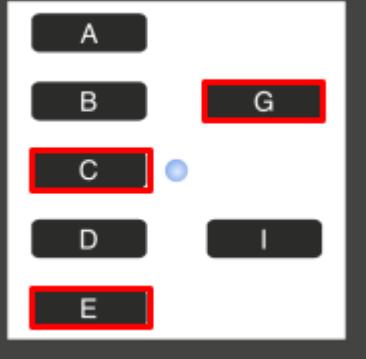
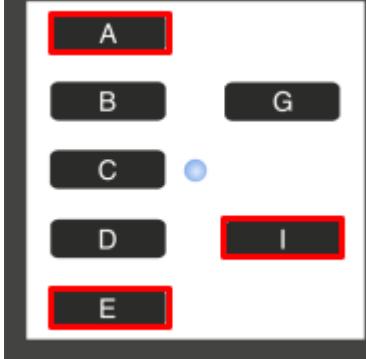
### Scene 1 and Off

ENABLE	DISABLE
 A 2x4 grid of buttons. Buttons A, B, C, D, E, G, I are black with white text. Button F is red with white text. A blue dot is on button C. Buttons A, B, C, D, E, G, I are black with white text. Button F is red with white text. A blue dot is on button C.	 A 2x4 grid of buttons. Buttons A, B, C, D, E, G, I are black with white text. Button F is red with white text. A blue dot is on button C. Buttons A, B, C, D, E, G, I are black with white text. Button F is red with white text. A blue dot is on button C.

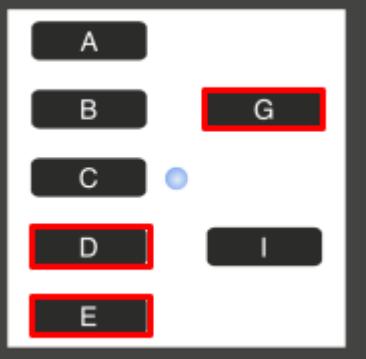
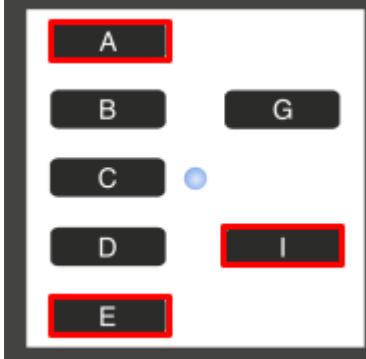
100% and Off

ENABLE	DISABLE
	

75% and Off

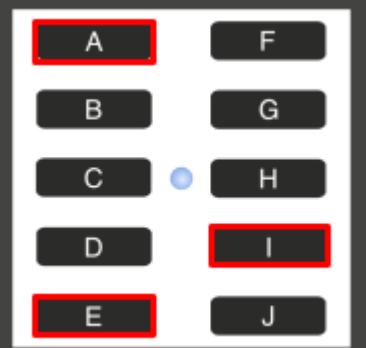
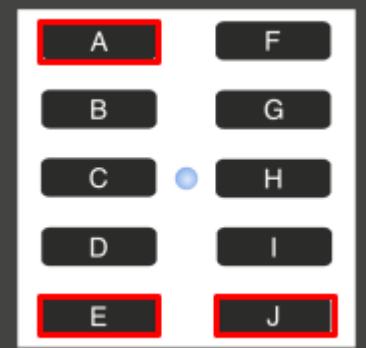
ENABLE	DISABLE
	

50% and Off

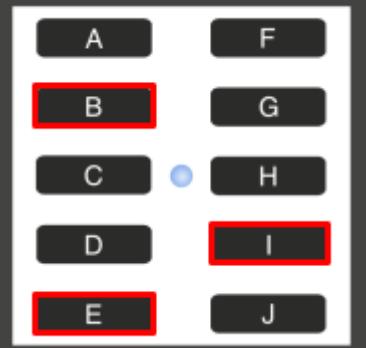
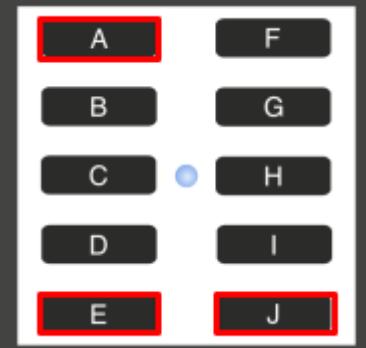
ENABLE	DISABLE
	

## 10 Button

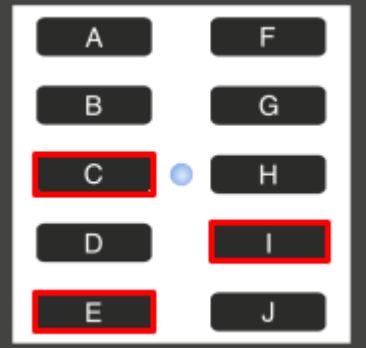
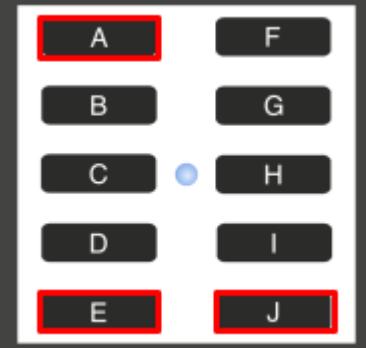
Scene 1 and Off

ENABLE	DISABLE
 <p>Control panel showing 10 buttons arranged in two columns of five. Buttons A, F, E, and J are highlighted with red borders. Buttons C and H have a blue dot in the center.</p>	 <p>Control panel showing 10 buttons arranged in two columns of five. Buttons A, F, E, and J are highlighted with red borders. Buttons C and H have a blue dot in the center.</p>

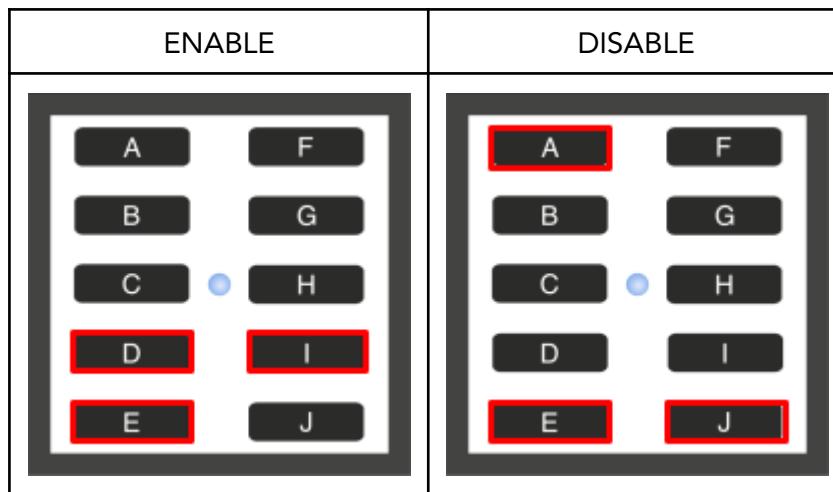
100% and Off

ENABLE	DISABLE
 <p>Control panel showing 10 buttons arranged in two columns of five. Buttons B, F, E, and J are highlighted with red borders. Buttons C and H have a blue dot in the center.</p>	 <p>Control panel showing 10 buttons arranged in two columns of five. Buttons A, F, E, and J are highlighted with red borders. Buttons C and H have a blue dot in the center.</p>

75% and Off

ENABLE	DISABLE
 <p>Control panel showing 10 buttons arranged in two columns of five. Buttons C, F, E, and J are highlighted with red borders. Buttons A and H have a blue dot in the center.</p>	 <p>Control panel showing 10 buttons arranged in two columns of five. Buttons A, F, E, and J are highlighted with red borders. Buttons C and H have a blue dot in the center.</p>

50% and Off



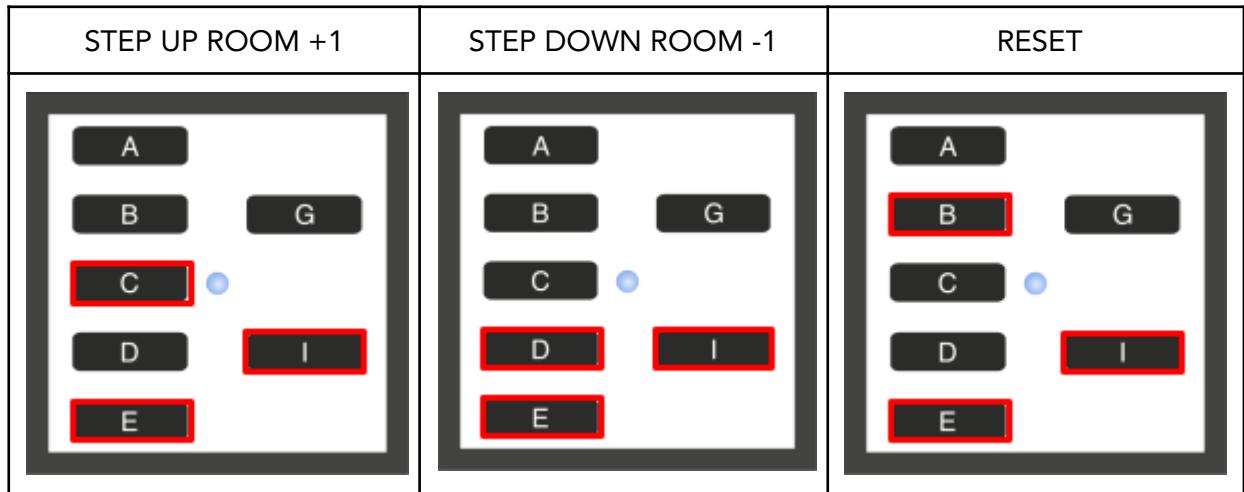
Summary

7 BUTTON	10 BUTTON	TOGGLES
E + A + G	E + A + I	Scene 1 and Off
E + B + G	E + B + I	100% and Off (recommended)
E + C + G	E + C + I	75% and Off
E + D + G	E + D + I	50% and Off
A + E + I	A + E + J	Returns to Scene Mode

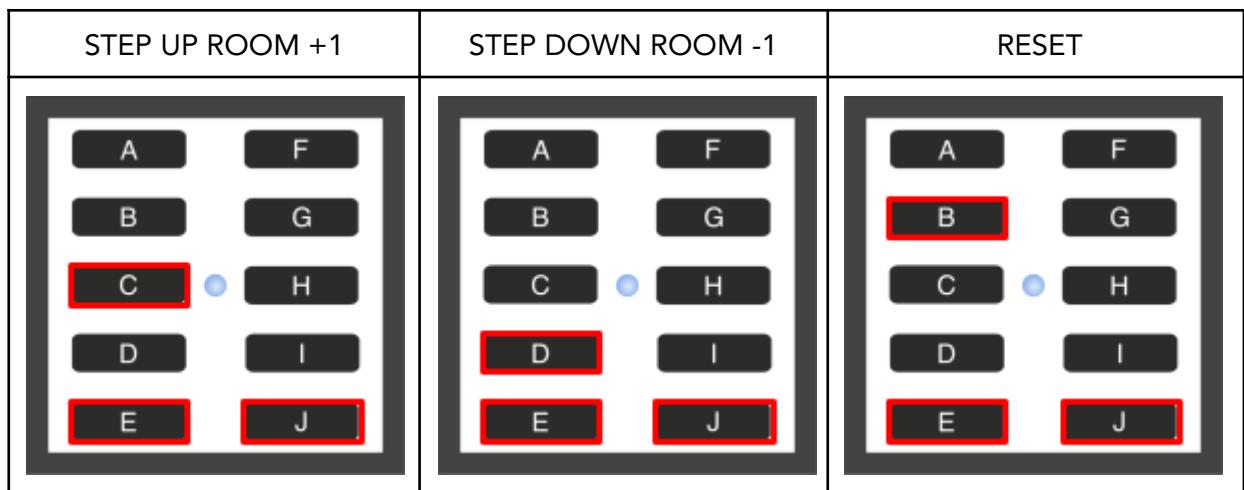
## 4 - Room Offset

When Room Offset is selected, the Raise/Lower buttons become Scene 1/Off for another Room.

### 7 Button



### 10 Button

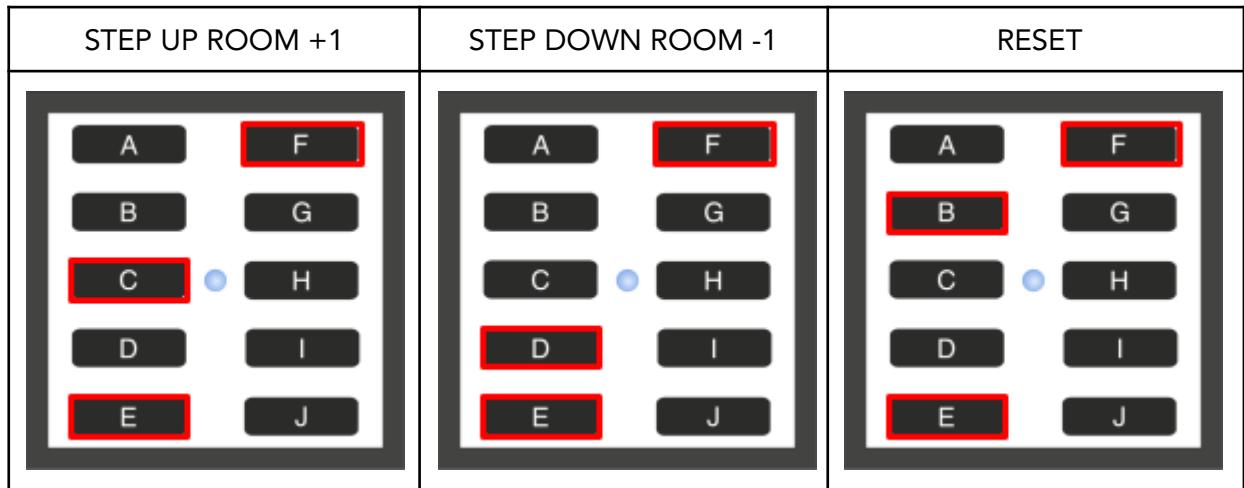


### Summary

7 Button	10 Button	Action
E + C + I	E + C + J	Step Up Room
E + D + I	E + D + J	Step Down Room
E + B + I	E + B + J	Reset

## 5 - Blind Offset - 10 Button

When enabled on an RCM-100, Scene 7, Raise and Lower become Open/Stop/Close. Use the RCM-101 Button set if this mode is enabled.



### Summary

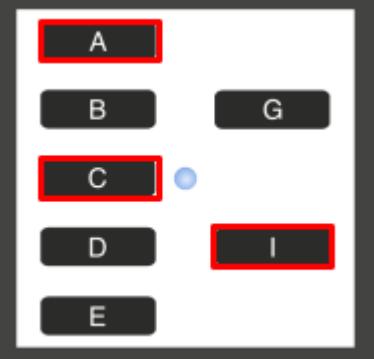
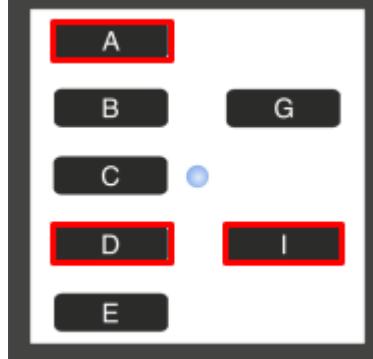
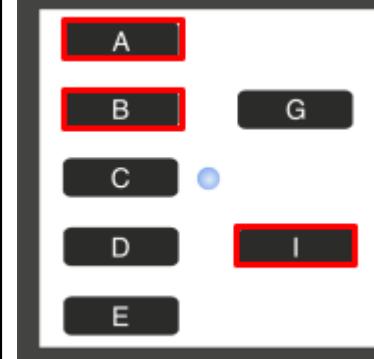
Action	10 Button
Step Up Room	E + C + F
Step Down Room	E + D + F
Reset	E + B + F

## 6 - Room Offset Channel

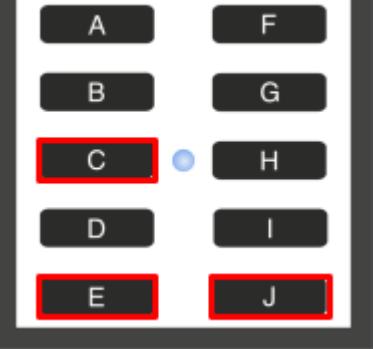
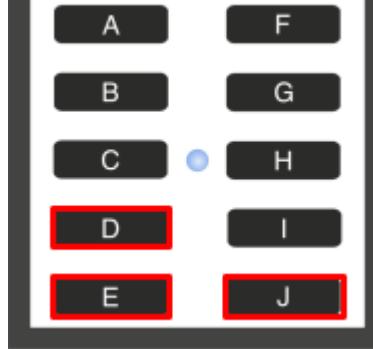
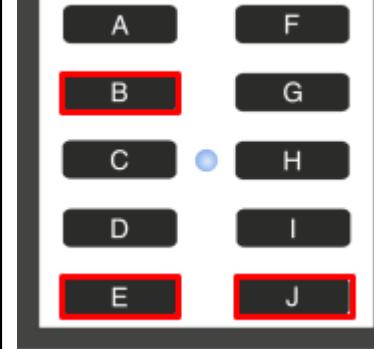
Room Offset must first be enabled in order for Room Offset Channel to be set; see [4 - Room Offset](#) for more information.

Room Offset Channel enables a keypad to control another Room on a specific Channel using the raise/lower buttons. Room Offset must first be enabled, and will start +1 of the Room number set on the RCM.

### 7 Button

STEP UP CHANNEL +1	STEP DOWN CHANNEL -1	RESET
		

### 10 Button

STEP UP CHANNEL +1	STEP DOWN CHANNEL -1	RESET
		

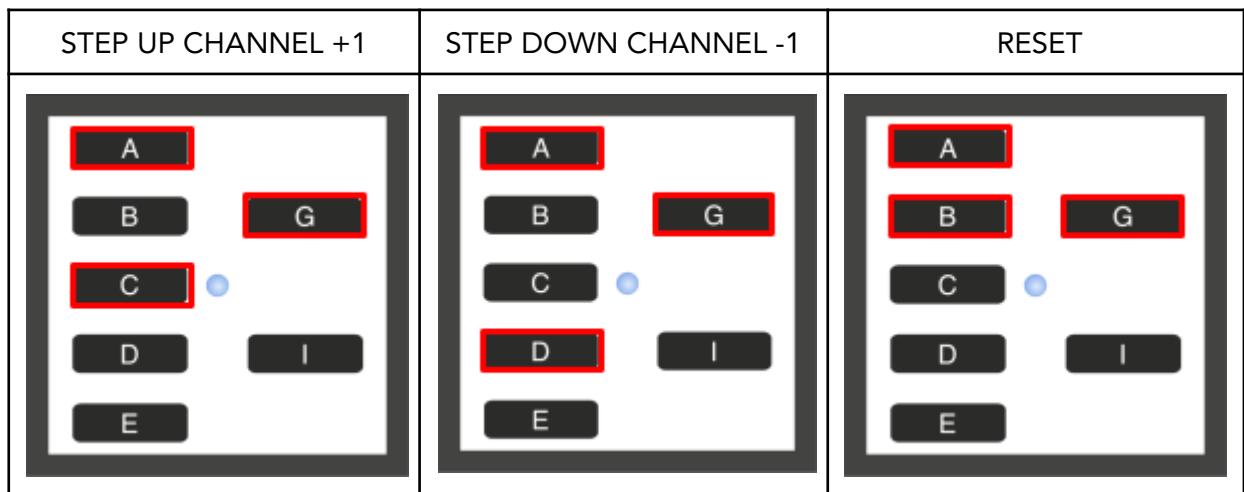
## Summary

7 Button	10 Button	Action
A + C + G	E + C + J	Step Up Room
A + D + G	E + D + J	Step Down Room
A + B + G	E + B + J	Reset

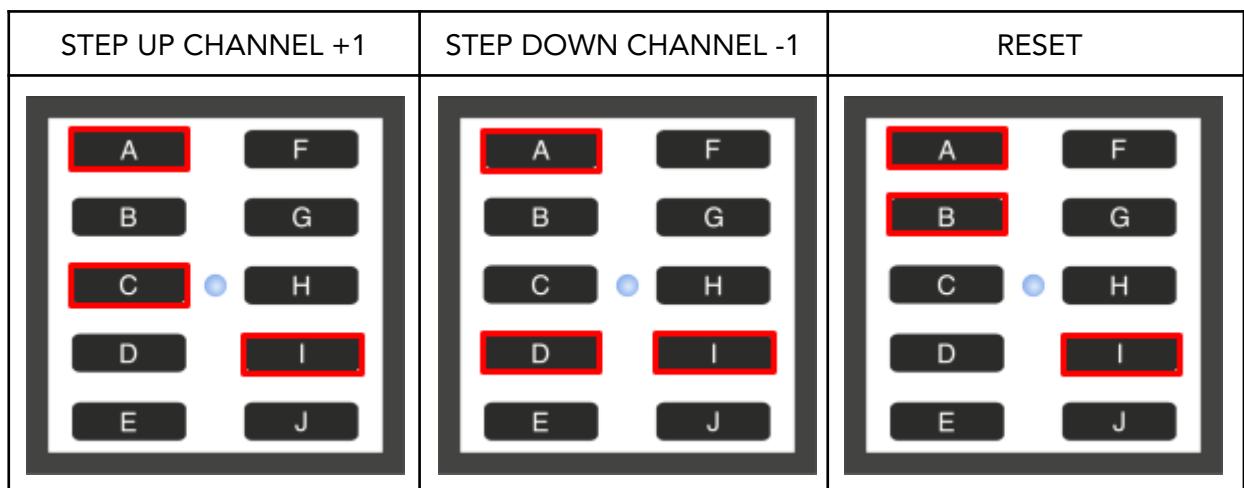
## 7 - Room Offset - Channel

When a keypad has been put into Room Offset Mode, it will control all Channels by default. Room Offset Channel enables the keypad to control a specific Channel in the offset Room.

### 7 Button



### 10 Button



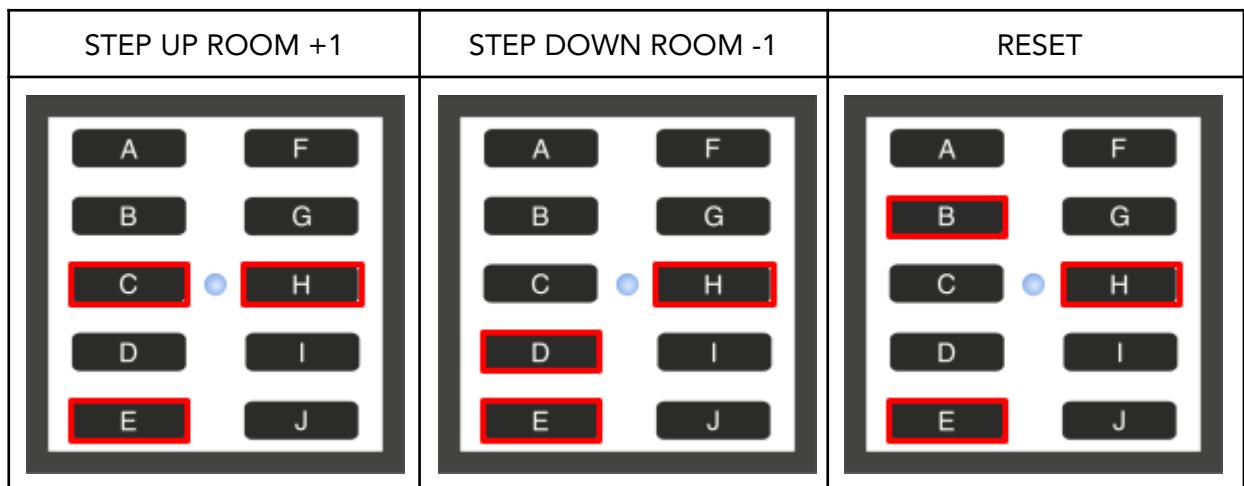
## Summary

7 Button	10 Button	Action
A + C + G	A + C + I	Step Up Channel
A + D + G	A + D + I	Step Down Channel
A + B + G	A + B + I	Reset

## 8 - Dual Room Offset - 10 Button Only

Dual Room Offset enables buttons F + G to become Scene 1/Off for another Room.

To set Scene 1/Off for I + J, refer to [Room Offset](#). The RCM-102 button layout should be used with this configuration.



## Summary

10 Button	Action
E + C + H	Step Up Room
E + D + H	Step Down Room
E + B + H	Reset

## 9 - Fade Rate - 7 and 10 Button Keypads

The Fade Rate is the time it takes a lighting circuit to dim from 0% to 100%. It can be set by the keypad controlling the Room.



The Room number must not be 0 or be a group master indirectly controlling a group member.

### 7 Button

2 Second Fade Rate (Default)	4 Second Fade Rate	1 Second Fade Rate	0 Second Fade Rate

### 10 Button

2 Second Fade Rate (Default)	4 Second Fade Rate	1 Second Fade Rate	0 Second Fade Rate

## Summary

7 Button	10 Button	Fade Rate
E + A	E + A	2 Seconds (Default)
E + B	E + B	4 Seconds
E + C	E + C	1 Second
E + D	E + D	0 Seconds

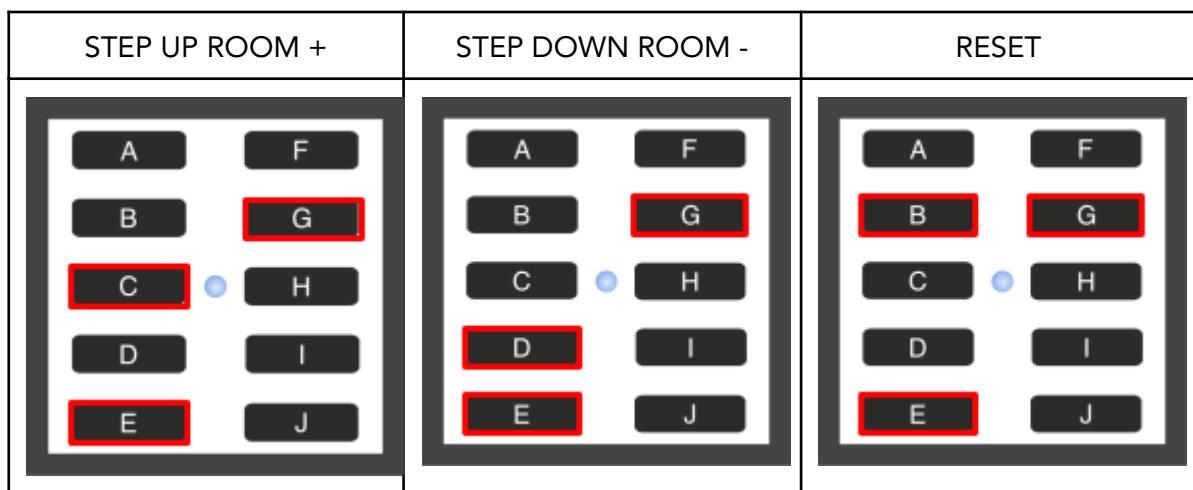
## 10 - Dual Room - 10 Button

Dual Room enables control of two Rooms from a single keypad with 4 Scenes and Off.

The left column uses the Room number set on the back of the keypad; the right column needs to be set by stepping up the Room number from the base address using the buttons below.



It is recommended to use the RCM-103 for Dual Room.



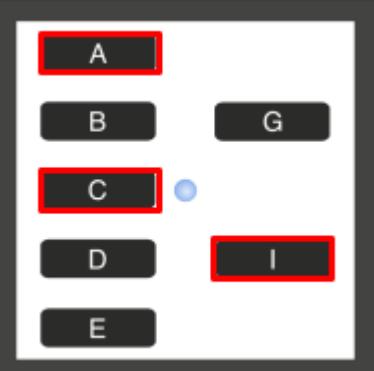
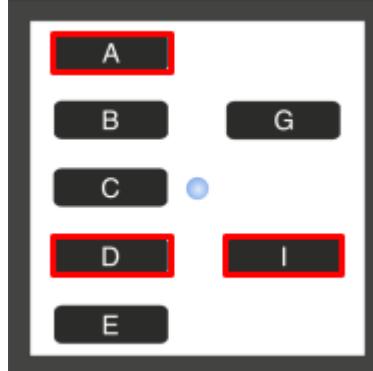
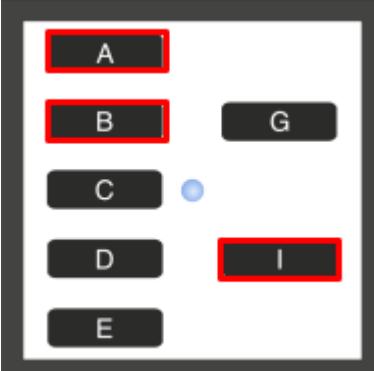
## Summary

10 Button	Action
E + C + G	Step Up Room
E + D + G	Step Down Room
E + B + G	Reset

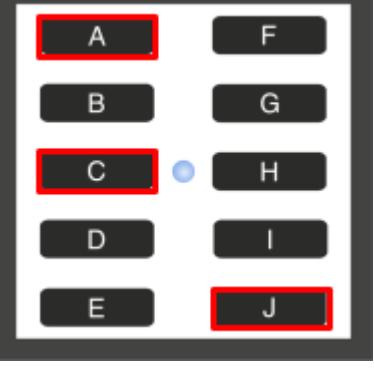
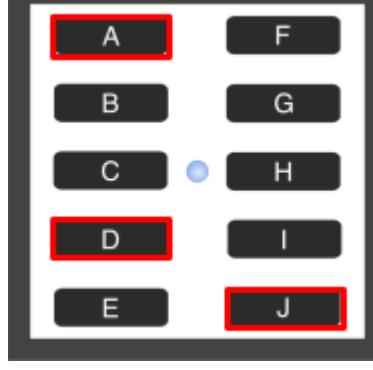
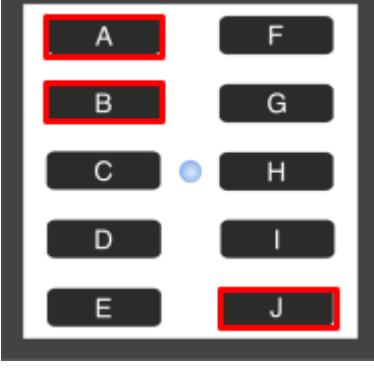
## 11 - Scene Offset - 7 and 10 Button

Scene Offset enables a keypad to transmit alternative scene numbers to the default set on the keypad. For example, if an RCM-070 has Scenes increased by 1, it will use Scenes 5-8 rather than the default 1-4.

### 7 Button

STEP UP SCENES +1	STEP DOWN SCENES -1	RESET
		

### 10 Button

STEP UP SCENES +1	STEP DOWN SCENES -1	RESET
		

### Summary

7 Button	10 Button	Action
A + C + I	A + C + J	Step Up Scenes
A + D + I	A + D + J	Step Down Scenes
A + B + I	A + B + J	Reset

## 12 - Channel Offset - 7 and 10 Button

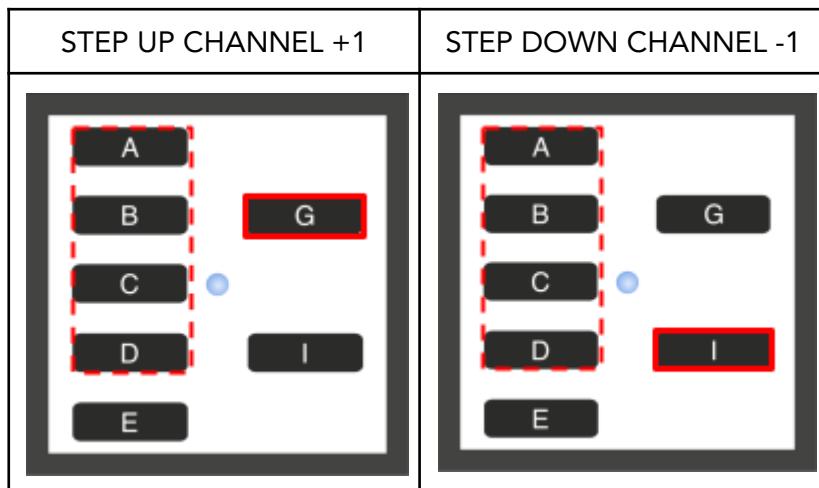
Channel Offset changes the Channel numbers of a keypad in Channel mode.

To change the Channels operated from the default Channels 1-4, set the keypad to Room 129 (Room Address Switches 1 + 8 On) before resetting to the required Room number.

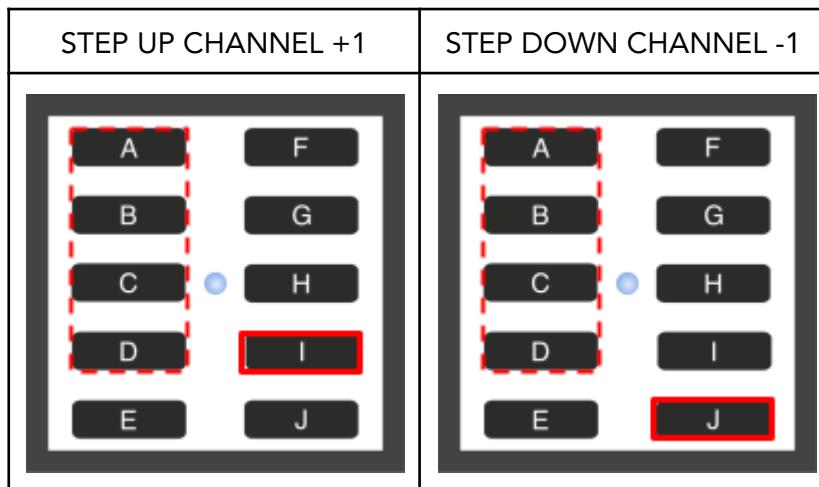


Channel Offset only works when the keypad is already in Channel Mode.

### 7 Button



### 10 Button



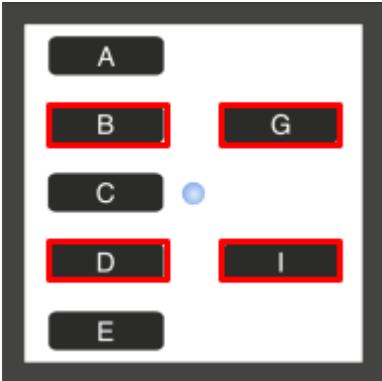
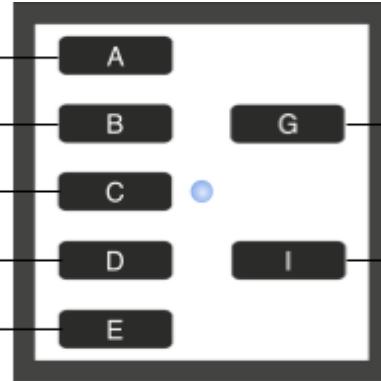
## Summary

7 Button	10 Button	Action
Button to be changed + G	Button to be changed + I	Step Up Channel
Button to be changed + I	Button to be changed + J	Step Down Channel

## 13 - Power Up Mode - 10 and 7 Button

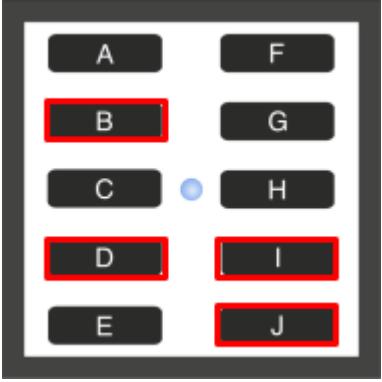
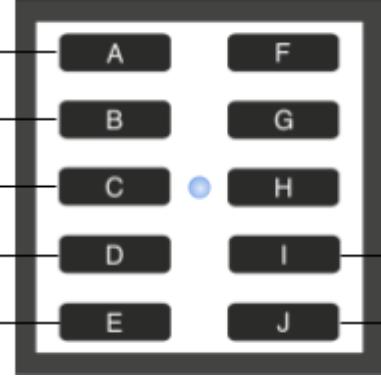
### 7 Button

After entering Power Up Mode, press one of the buttons to set it.

Enter Mode	Set Mode (Press a button)
 <p>The diagram shows a 2x5 grid of buttons labeled A through E and F through J. Buttons B, D, and G are highlighted with red boxes. Button C is highlighted with a blue circle.</p>	 <p>The diagram shows a 2x5 grid of buttons labeled A through E and F through J. Buttons A, B, C, D, and E are labeled 'Scene 1' through 'Scene 5' respectively. Buttons F, G, H, I, and J are labeled '100%', 'Last Scene', and 'OFF' respectively.</p>

### 10 Button

After entering Power Up Mode, press one of the buttons to set it.

Enter Mode	Set Mode (Press a button)
 <p>The diagram shows a 2x5 grid of buttons labeled A through E and F through J. Buttons B, D, and G are highlighted with red boxes. Buttons C and H are highlighted with blue circles.</p>	 <p>The diagram shows a 2x5 grid of buttons labeled A through E and F through J. Buttons A, B, C, D, and E are labeled 'Scene 1' through 'Scene 5' respectively. Buttons F, G, H, I, and J are labeled '100%', 'Last Scene', and 'OFF' respectively.</p>

## Summary

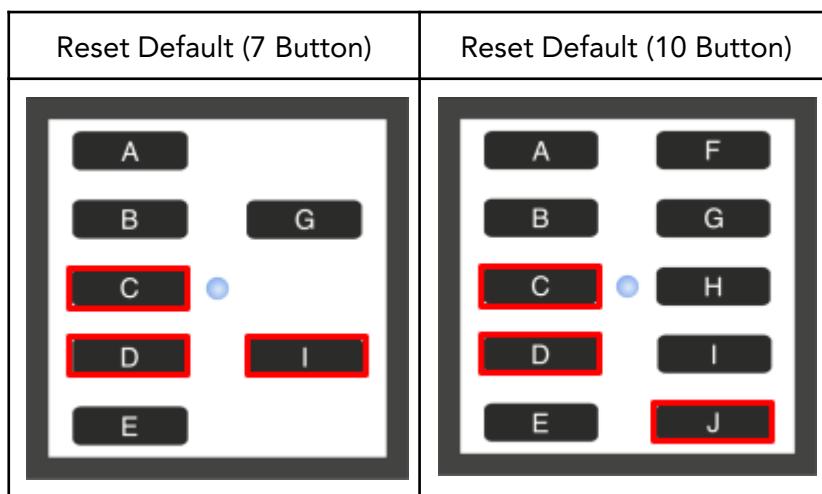
7 Button	Action	10 Button
B + D + G + I	Enter Mode	B + D + I + J

Then press one of the following buttons:

7 Button	10 Button	Press to Power Up To
A	A	Scene 1
B	B	Scene 2
C	C	Scene 3
D	D	Scene 4
E	E	Off
G	I	100%
I	J	Last Scene

## 14 - Reset Default - 10 and 7 Button

Before continuing, take note of the current House Number, then set it to 0 on the back of the switch. After this is done, you can reset the keypad to its default state by holding the button combinations below.

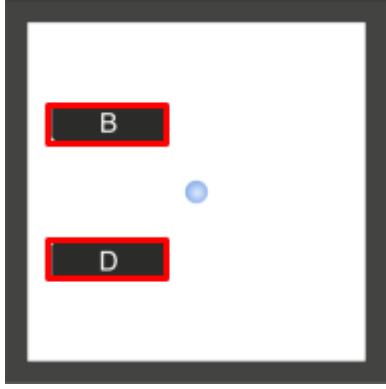
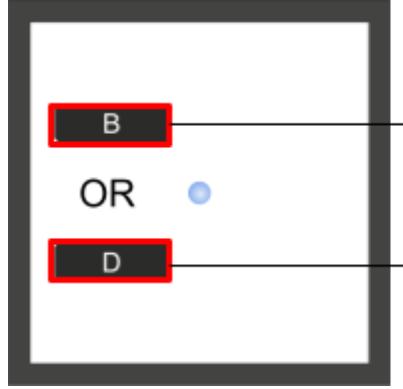


## Summary

7 Button	10 Button	Action
C + D + I	C + D + J	Reset Defaults

## 15 - 2 Button Fade Rate – 2, 3, 4 And 6 Button

After entering Fade Rate Mode, press one of the buttons to set it.

Hold for 10 Seconds	Select a Mode
	

## Summary

Enter Mode

Hold Together (10 seconds)	Action
B + D	Enter Mode

Select an option

All Options	To Select
B	2 Second Delay
D	Zero Fade Rate (Switch)