



# Programming Guide

## Advanced Control Panel

### Features



2026  
Version 2.0.1



1 - Introduction to Advanced Control Panel Features.....	3
2 - Whole House OFF.....	3
3 - Channel Mode.....	4
4 - Room Offset.....	7
5 - Blind Offset - 10 Button.....	8
6 - Room Offset.....	8
7 - Room Offset - Channel.....	9
8 - Dual Room Offset - 10 Button Only.....	10
9 - Fade Rate - 7 and 10 Button Keypads.....	11
10 - Dual Room - 10 Button.....	12
11 - Scene Offset - 7 and 10 Button.....	13
12 - Channel Offset - 7 and 10 Button.....	14
13 - Power Up Mode - 10 and 7 Button.....	15
14 - Reset Default - 10 and 7 Button.....	16
15 - 2 Button Fade Rate – 2, 3, 4 And 6 Button.....	17

# 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.

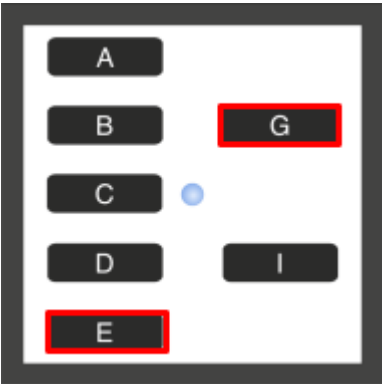
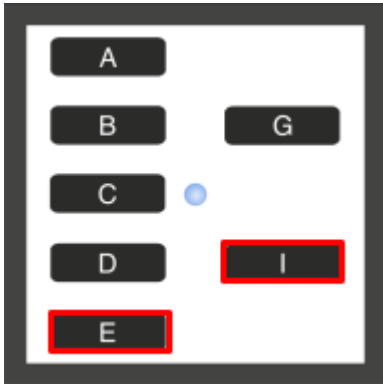
## How to Enable Features

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

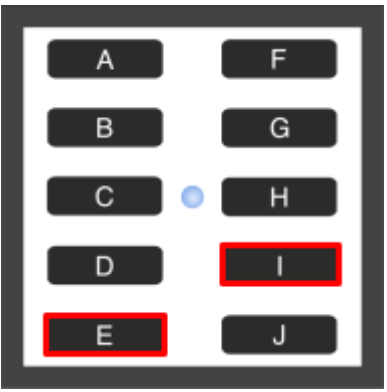
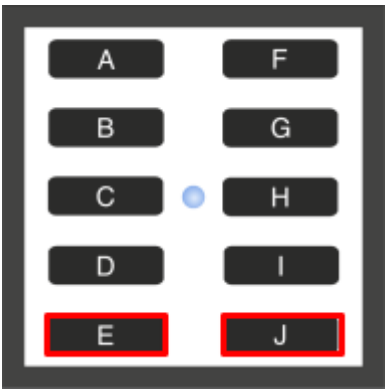
# 2 - Whole House OFF

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
	

10 Button

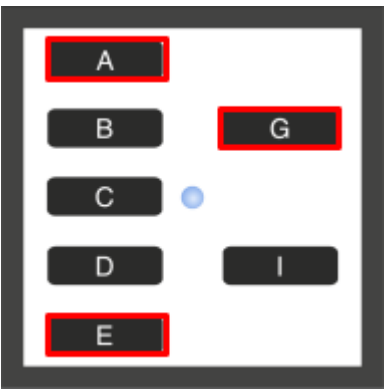
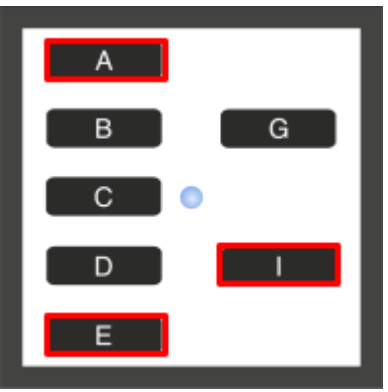
ENABLE	DISABLE
 <p>A 2x5 grid of buttons labeled A through J. Buttons E, I, and J are highlighted with red borders. A blue dot is located between buttons C and H.</p>	 <p>A 2x5 grid of buttons labeled A through J. Buttons E and J are highlighted with red borders. A blue dot is located between buttons C and H.</p>

3 - Channel Mode

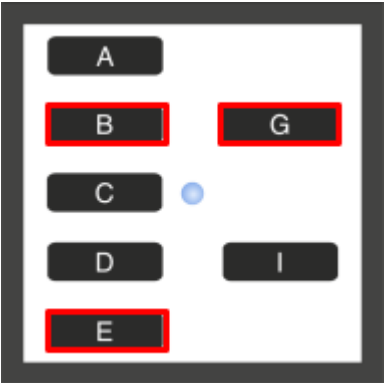
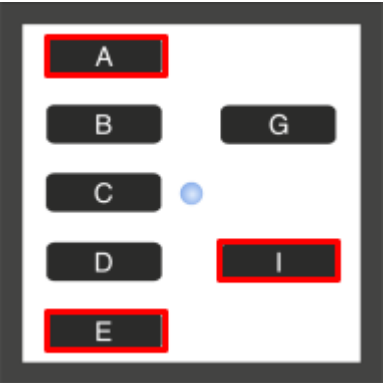
When enabled, each numbered button toggles between two selected actions on a single channel. The fade buttons control the last numbered button pressed, and 'Off' turns off all channels.

7 Button

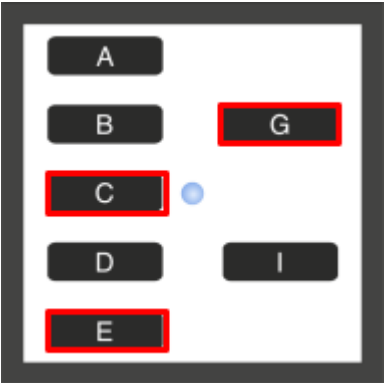
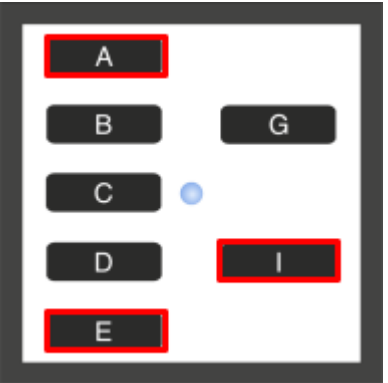
Scene 1 and Off

ENABLE	DISABLE
 <p>A 5x2 grid of buttons labeled A through I. Buttons A, G, and E are highlighted with red borders. A blue dot is located between buttons C and H.</p>	 <p>A 5x2 grid of buttons labeled A through I. Buttons A, I, and E are highlighted with red borders. A blue dot is located between buttons C and H.</p>

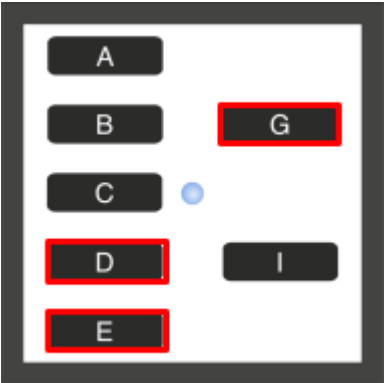
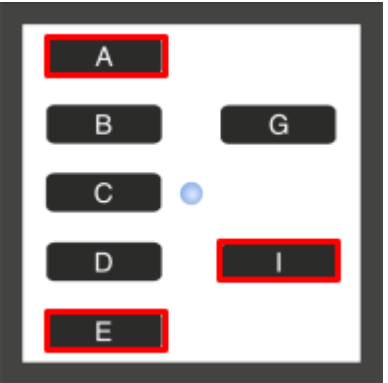
100% and Off

ENABLE	DISABLE
 A diagram showing a control panel with buttons A, B, C, D, E, G, and I. Buttons B, G, and E are highlighted with red rectangles. A blue dot is located between buttons C and D.	 A diagram showing a control panel with buttons A, B, C, D, E, G, and I. Buttons A, B, G, and I are highlighted with red rectangles. A blue dot is located between buttons C and D.

75% and Off

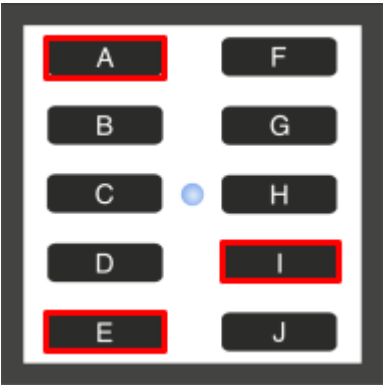
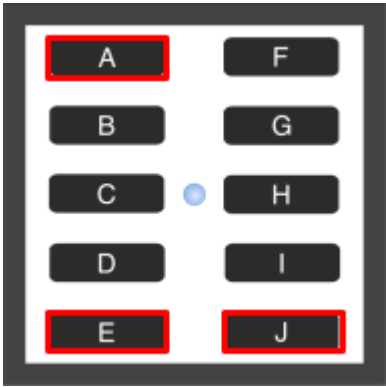
ENABLE	DISABLE
 A diagram showing a control panel with buttons A, B, C, D, E, G, and I. Buttons G, C, and E are highlighted with red rectangles. A blue dot is located between buttons C and D.	 A diagram showing a control panel with buttons A, B, C, D, E, G, and I. Buttons A, G, I, and E are highlighted with red rectangles. A blue dot is located between buttons C and D.

50% and Off

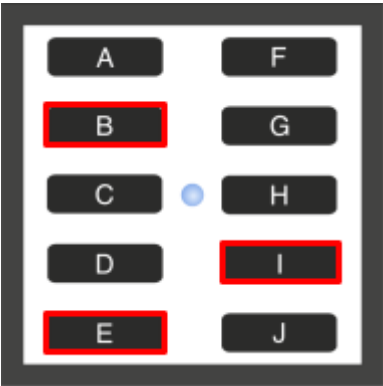
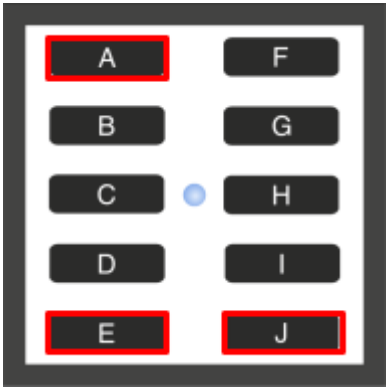
ENABLE	DISABLE
 A diagram showing a control panel with buttons A, B, C, D, E, G, and I. Buttons G, D, and E are highlighted with red rectangles. A blue dot is located between buttons C and D.	 A diagram showing a control panel with buttons A, B, C, D, E, G, and I. Buttons A, G, I, and E are highlighted with red rectangles. A blue dot is located between buttons C and D.

10 Button

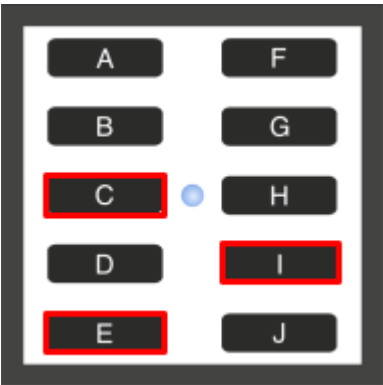
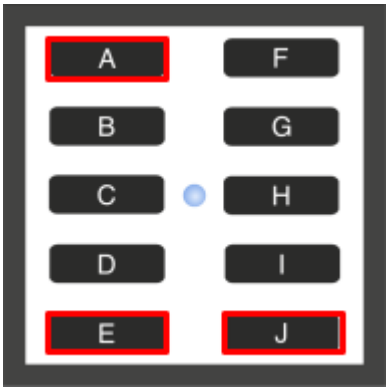
Scene 1 and Off

ENABLE	DISABLE
	

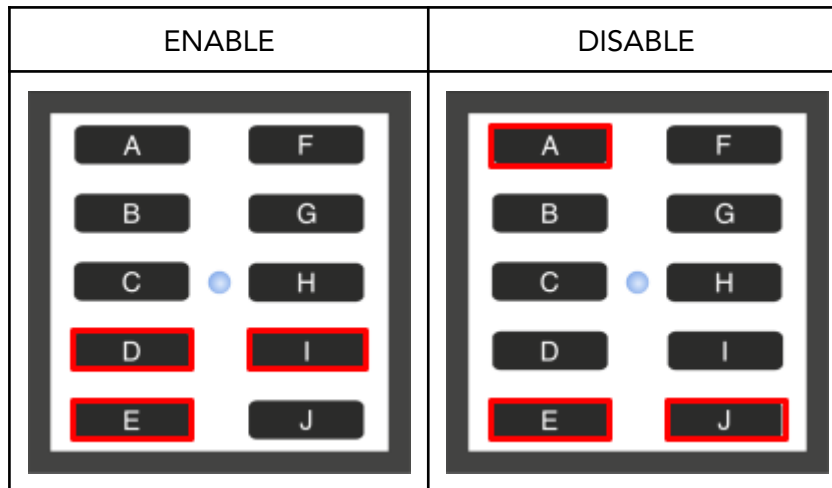
100% and Off

ENABLE	DISABLE
	

75% and Off

ENABLE	DISABLE
	

50% and Off



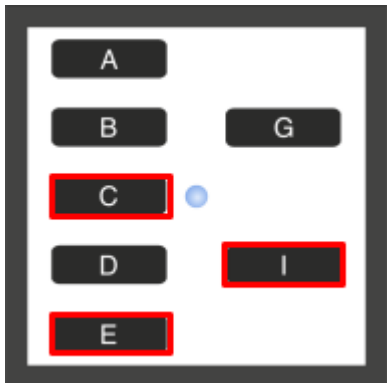
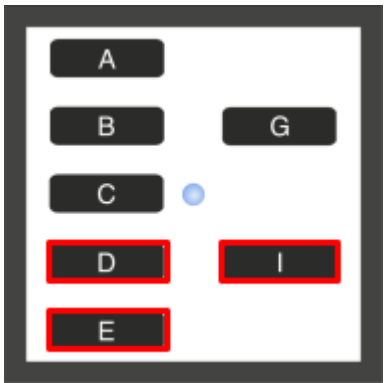
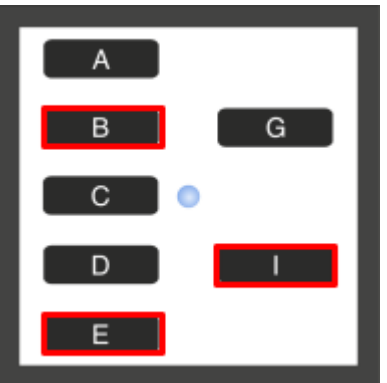
Summary

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

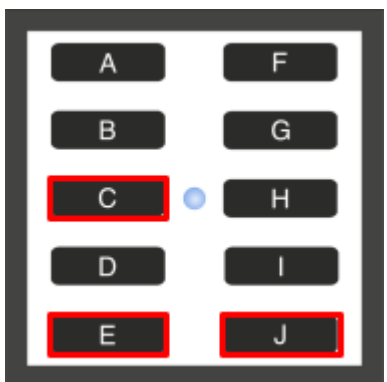
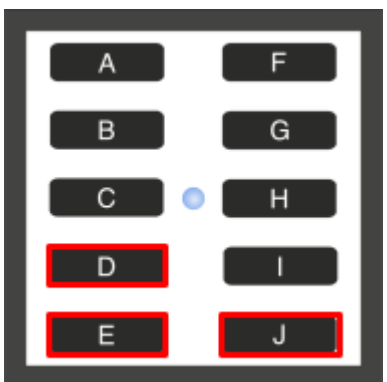
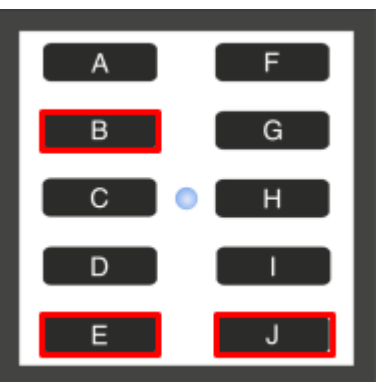
## 4 - Room Offset

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

### 7 Button

STEP UP ROOM +1	STEP DOWN ROOM -1	RESET
		

### 10 Button

STEP UP ROOM +1	STEP DOWN ROOM -1	RESET
		

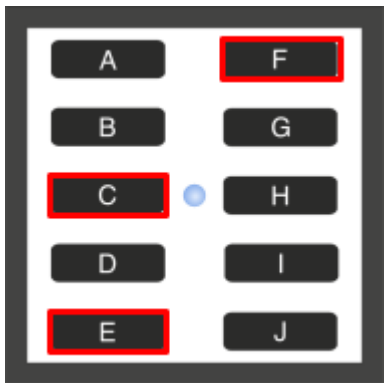
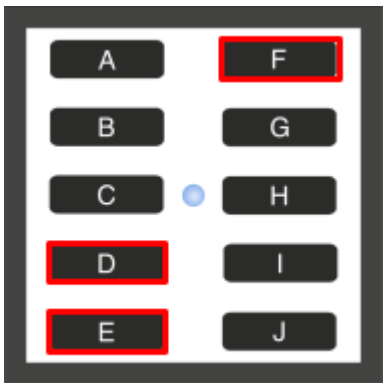
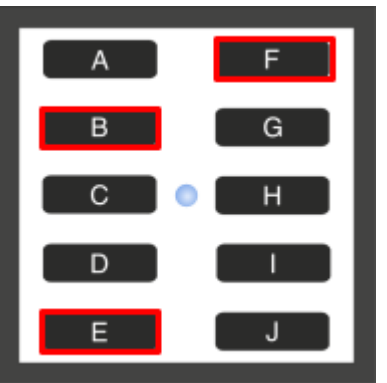
### Summary

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.

STEP UP ROOM +1	STEP DOWN ROOM -1	RESET
		

### Summary

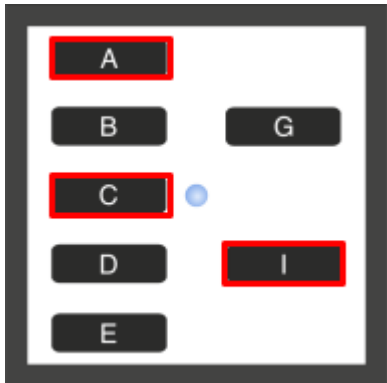
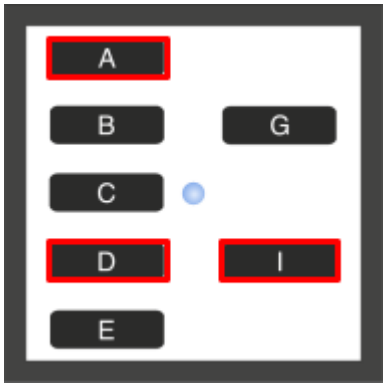
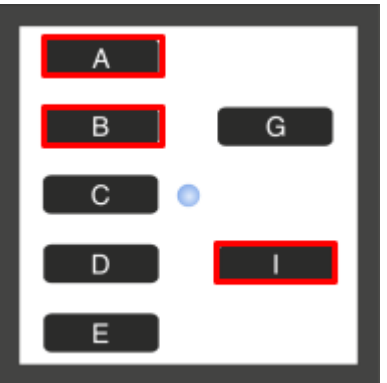
Action	10 Button
Step Up Room	E + C + F
Step Down Room	E + D + F
Reset	E + B + F

## 6 - Room Offset Channel

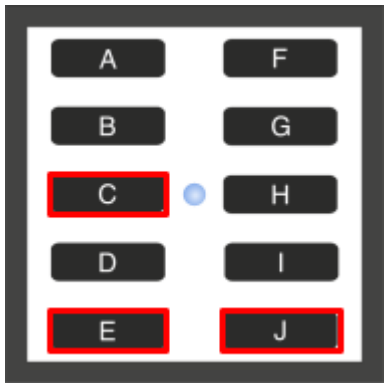
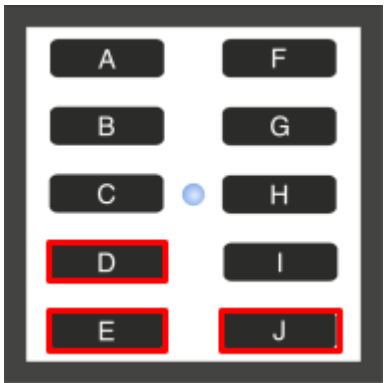
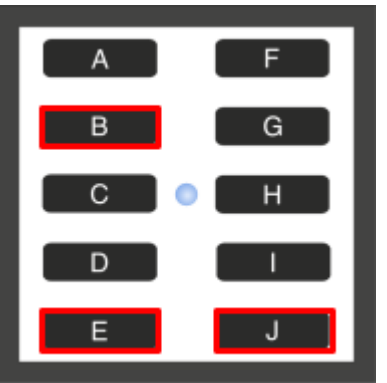
Room Offset must first be enabled in order for Room Offset Channel to be set; see [4 - Room Offset](#) for more information.

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
		

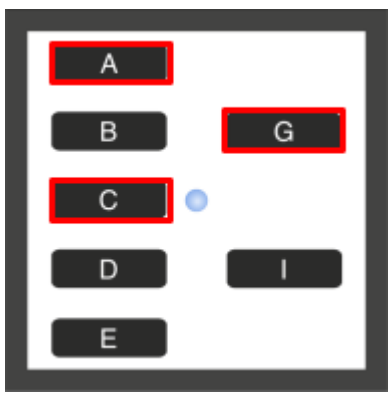
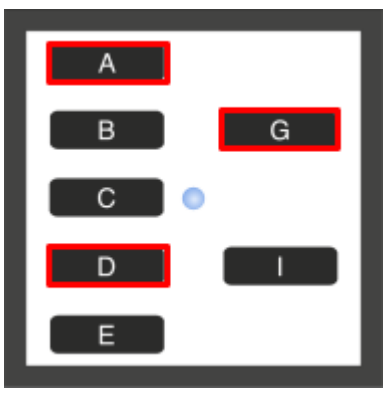
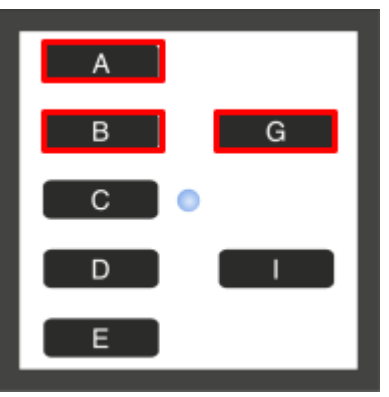
## Summary

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

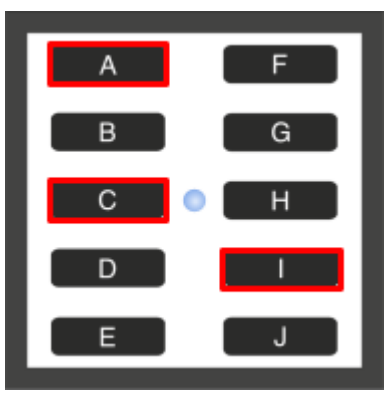
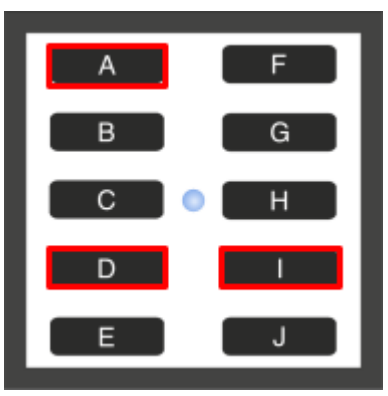
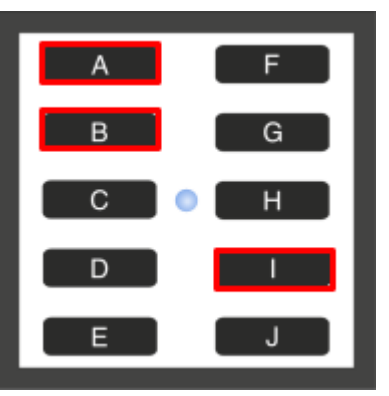
## 7 - Room Offset - Channel

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

STEP UP CHANNEL +1	STEP DOWN CHANNEL -1	RESET
		

### 10 Button

STEP UP CHANNEL +1	STEP DOWN CHANNEL -1	RESET
		

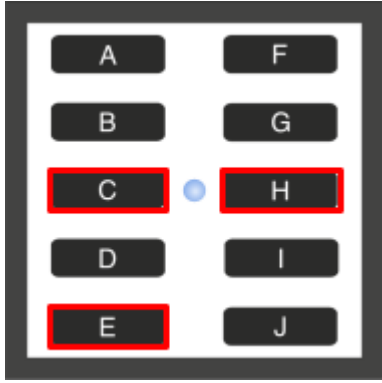
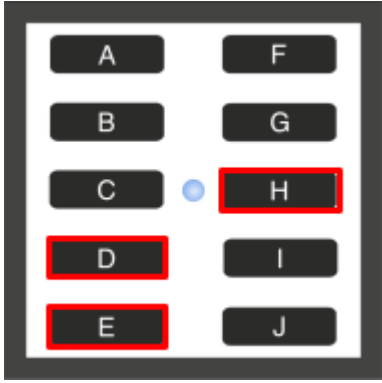
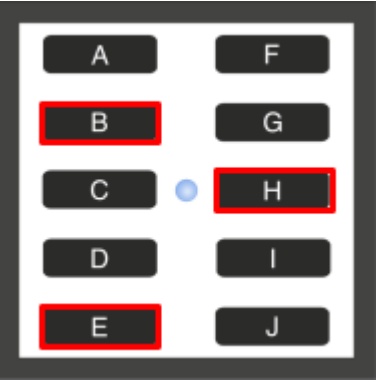
## Summary

7 Button	10 Button	Action
A + C + G	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.

STEP UP ROOM +1	STEP DOWN ROOM -1	RESET
		

## Summary

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

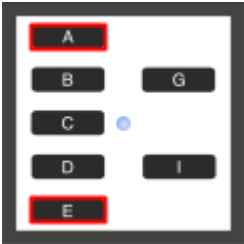
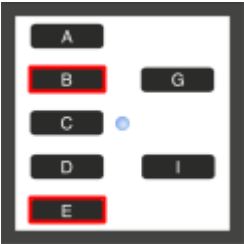
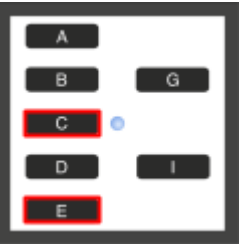
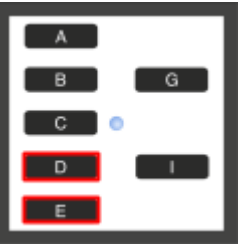
## 9 - Fade Rate - 7 and 10 Button Keypads

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.

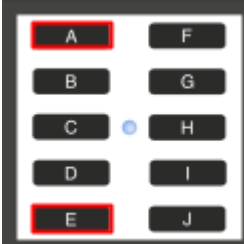


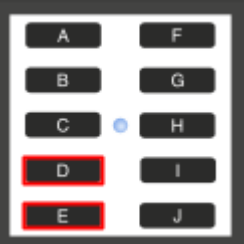


The Room number must not be 0 or be a group master indirectly controlling a group member.

### 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.

STEP UP ROOM +	STEP DOWN ROOM -	RESET

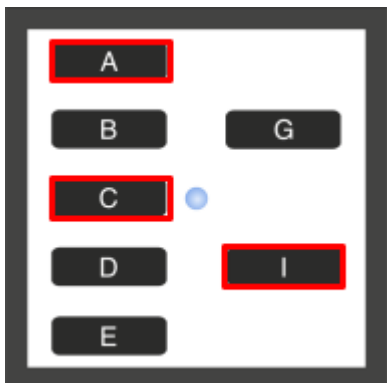
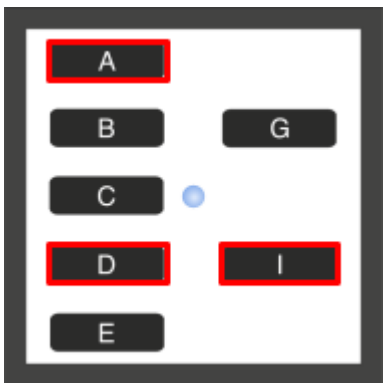
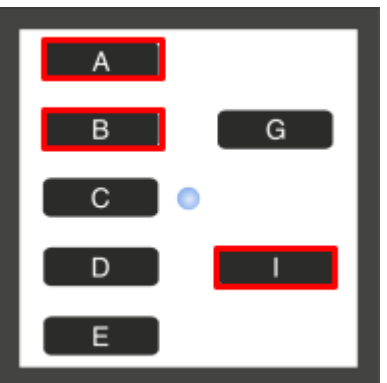
## Summary

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

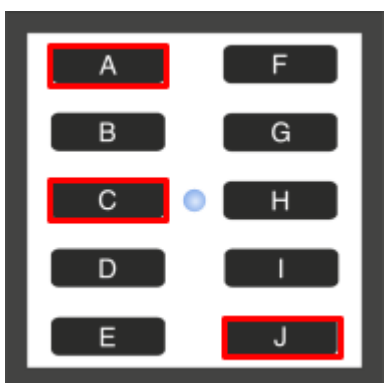
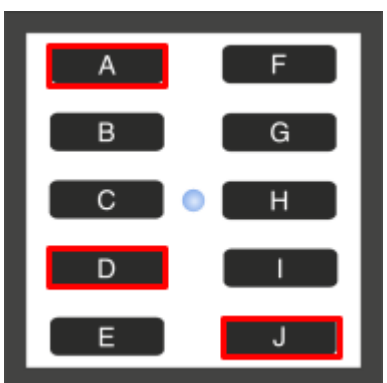
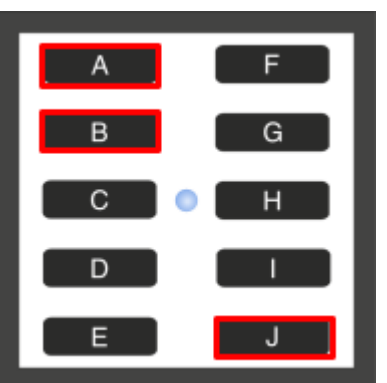
## 11 - Scene Offset - 7 and 10 Button

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

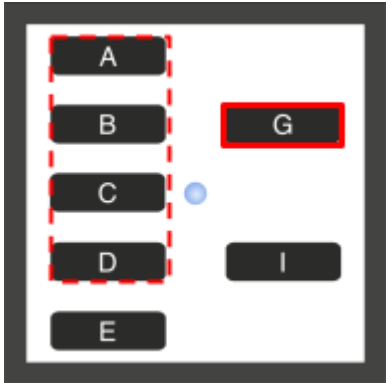
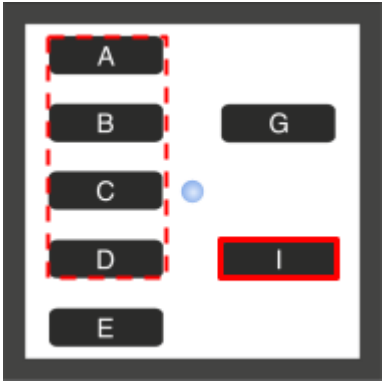
# 12 - Channel Offset - 7 and 10 Button

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

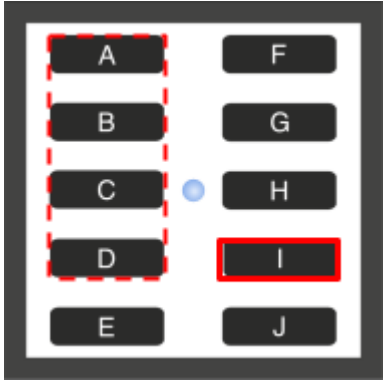
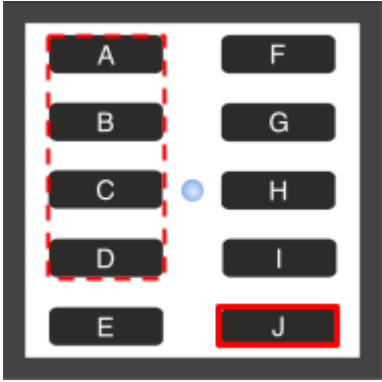
To change the Channels operated from the default Channels 1-4, set the keypad to Room 129 (Room Address Switches 1 + 8 On) before resetting to the required Room number.

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

## 7 Button

STEP UP CHANNEL +1	STEP DOWN CHANNEL -1
	

## 10 Button

STEP UP CHANNEL +1	STEP DOWN CHANNEL -1
	



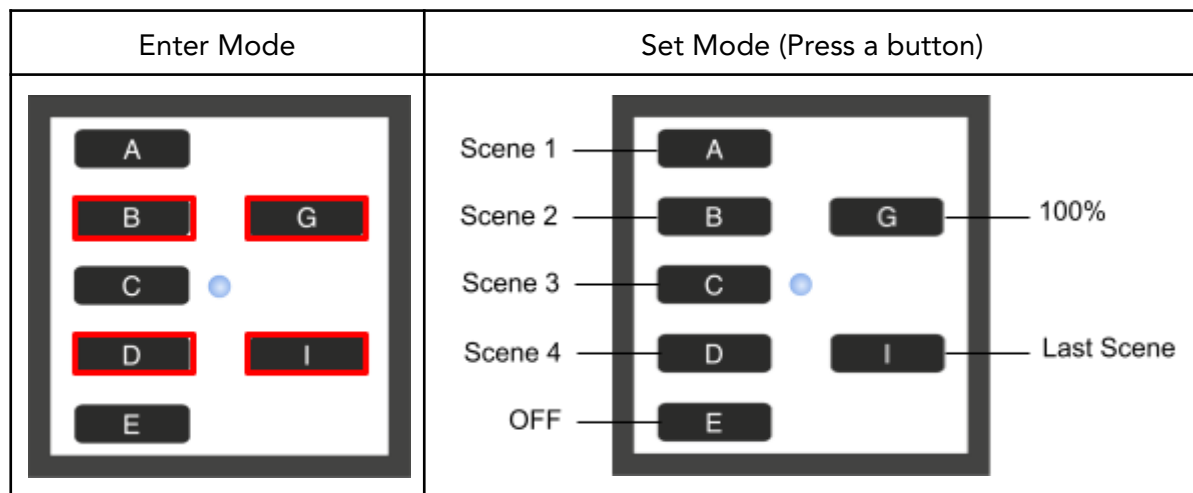
## Summary

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

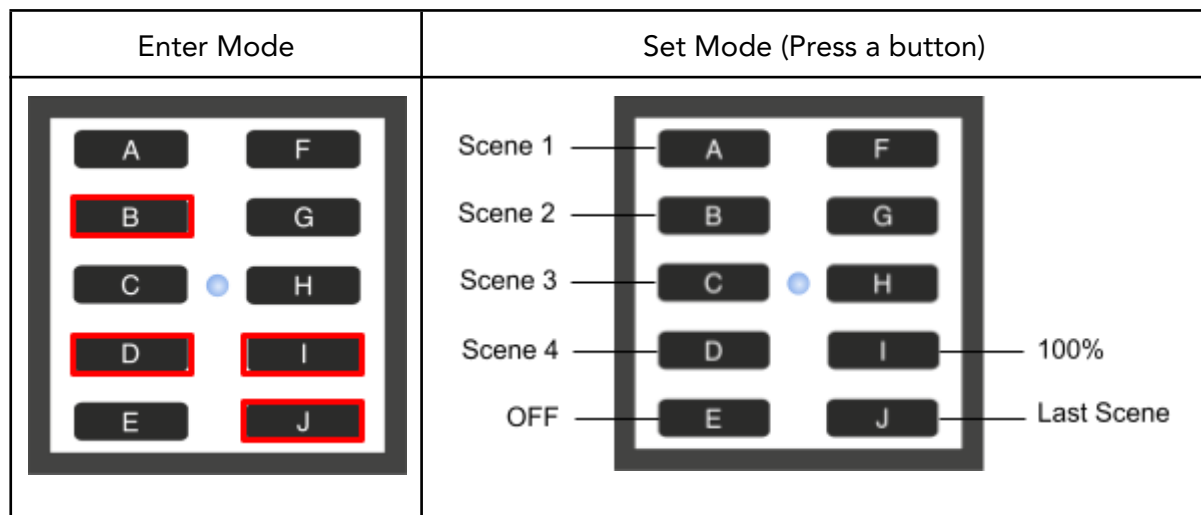
### 7 Button

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



### 10 Button

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



## Summary

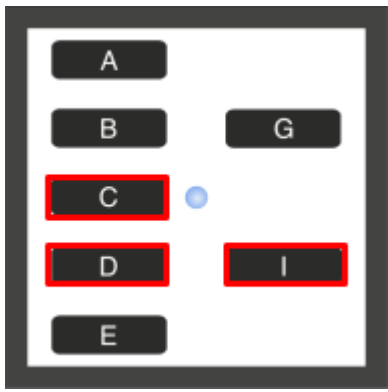
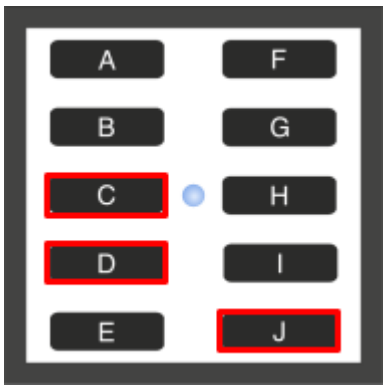
7 Button	Action	10 Button
B + D + G + I	Enter Mode	B + D + I + J

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.

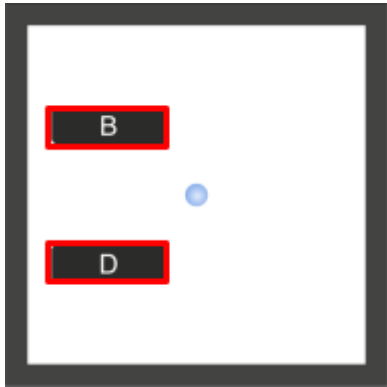
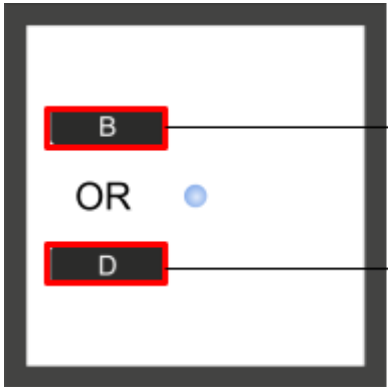
Reset Default (7 Button)	Reset Default (10 Button)
	

## 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)