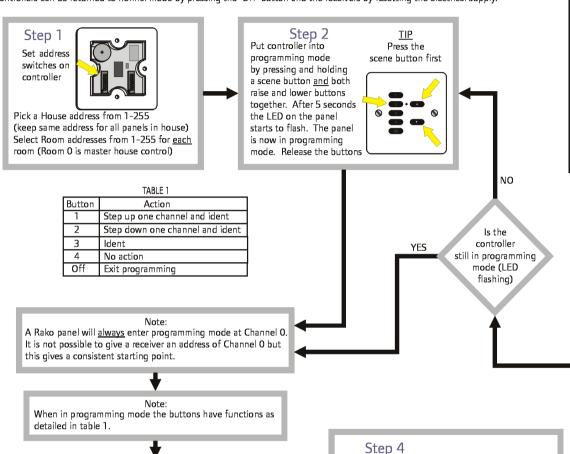
Initial Addressing of a Rako Receiver Module

In the following procedure both the controllers (wallpanels and hand held remotes) and the receivers have an automatic time out after approximately 3 minutes when in programming or set-up mode. This feature avoids the possibility of either being left permanently in programming or set-up mode. This may cause confusion if either the controller or receiver times out before the procedure is complete. It is worth becoming familiar with the procedures before starting the addressing procedure. If at any time it is necessary to start again the controllers can be returned to normal mode by pressing the 'Off' button and the receivers by resetting the electrical supply.



Press the set-up button until the internal LED

illuminates and keep the button pressed with

controller (for example a receiver is addressed to

then the internal LED will be flashing as soon as

the panel is put into programming mode. It will

the controller but with the wrong channel number)

still be possible to re-address this receiver as normal.

the LFD on until it starts to flash.

The module is now in set-up mode.

If a receiver is already addressed to a

Release the button.

Step 3

Press button 1 once to step up one channel.

step down a channel, press button 2 once.

If this is the desired channel i.e. Channel 1(for the 1st receiver) then go to Step 4. If not, press button 1 again to step up to

channel 2 (for the 2nd receiver), again to step to channel 3 etc,

It is this channel number (along with the House and Room address)

Go to the receiver to be addressed

that is sent to the receiver in Step 5. If at any point it is necessary to

until the desired channel number is reached (maximum = 15).

SET-UP BUTTON AND MANUAL ON/OFF DIMMED LIVE 1 EARTH LOAD c∈ □ rako NEUTRAL © I® RMT500 ■ NFUTRAI SUPPLY EARTH LIVE Notation: L - Live (normally Brown) N - Neutral (normally Blue) **№** - Dimmed Live

If some receivers are already addressed to a the wall panel then they will 'flash' their connected lamps as their channel number is reached during the stepping procedure, this allows the user to 'identify' which channel numbers are already taken. To add a new receiver to an existing installation step up through the channels until a channel number is reached where no receiver flashes a load, this is then an available channel. If at any point there is uncertainty as to whether a receiver actually flashed its load then button 3 will flash the load but without stepping up or down a channel. If all of the loads flash then this indicates that the current address is Channel 0.

Note: If it is not possible to see the connected lamps flashing when stepping through the channels it is possible to tell from the LEDs in the receivers which will momentarily go solid when their channel address is reached.

