

DMX-BRIDGE INSTALLATION INSTRUCTIONS

General

The Rako DMX-Bridge module is designed to link between a Rako Wired system and a standard DMX Lighting controller. Commands from the Rako Wired system are passed through the DMX-Bridge two.to control the DMX Lighting.

Installation

Before commencing installation of the Rako DMX-Bridge modules, first read this instruction manual carefully.

Rako Controls Ltd accepts no responsibility for any damage or injury caused by incorrect installation of a Rako product.

Location

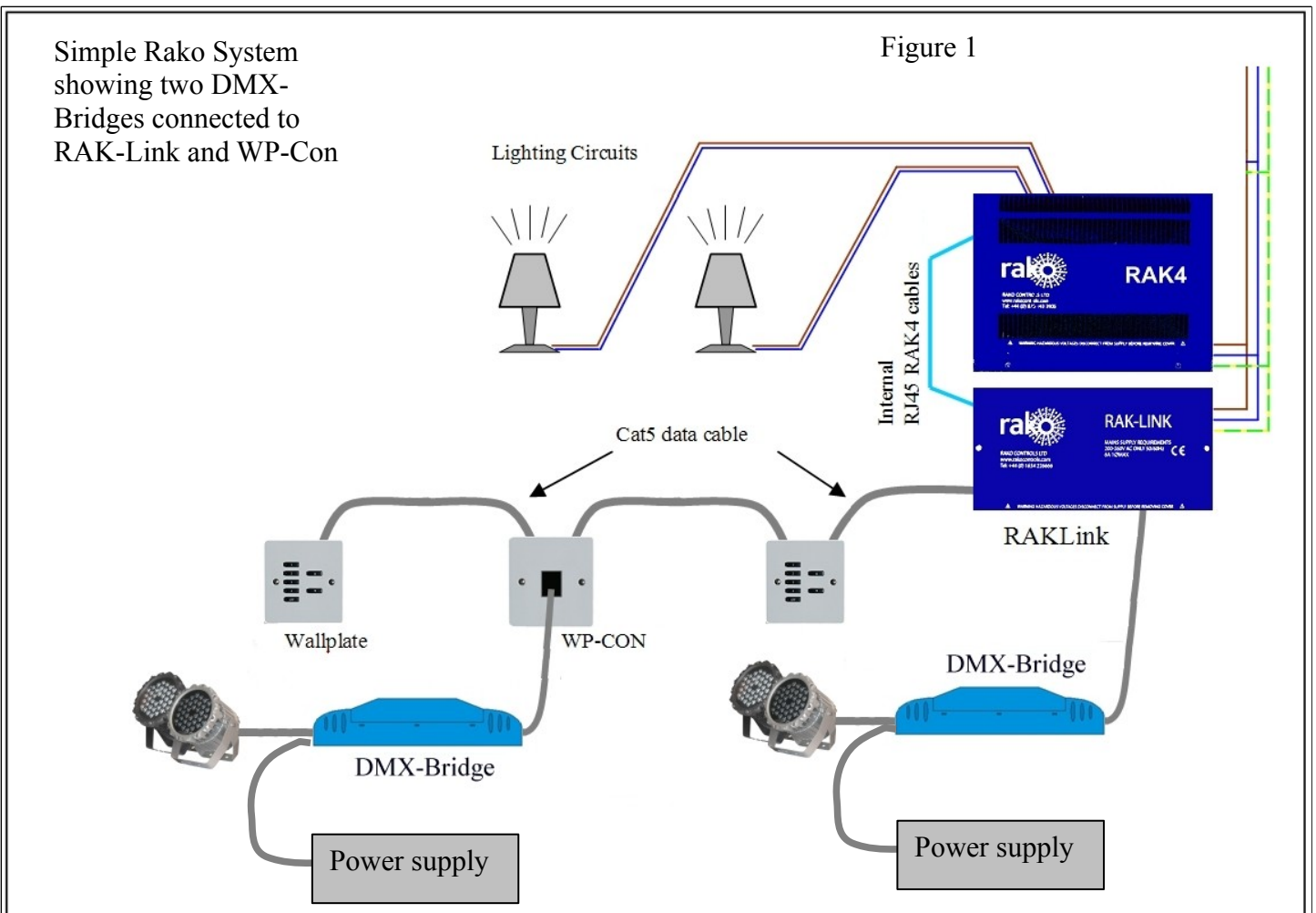
The DMX-Bridge and it's power supply must be installed in a dry location.
Do not install in direct sunlight.
Make sure that there is adequate ventilation.

DMX Bridge connectors

The DMX-Bridge is supplied with a 12V power supply. This must be plugged into a convenient ac outlet. The White RJ12 cable must be connected to a Rako Wired system.

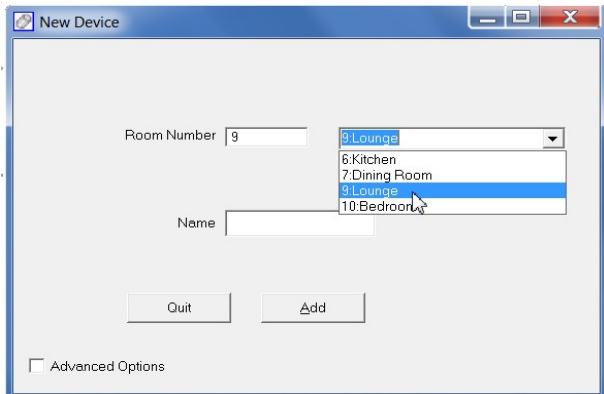
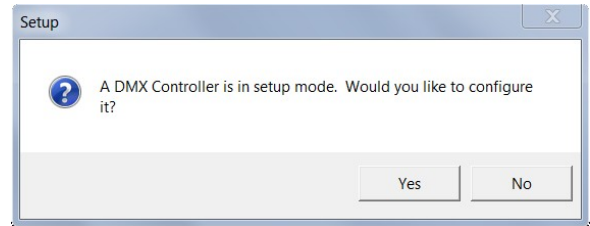
There are suitable connection points for the DMX-Bridge on Rako Rak-Link and Rak-Star units.

If the DMX-Bridge must be remotely mounted away from any Rak-Links and Rak-Stars, then a Rako WP-Con connector module can be used to provide a remote connection point for the DMX-Bridge.

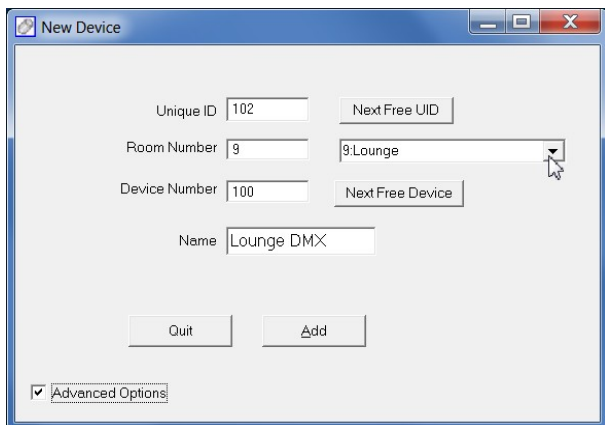




Hold the setup button down for several seconds until LED in DMX-Bridge starts to blink. The Rasoft program will indicate that the DMX-Bridge is ready to be configured.

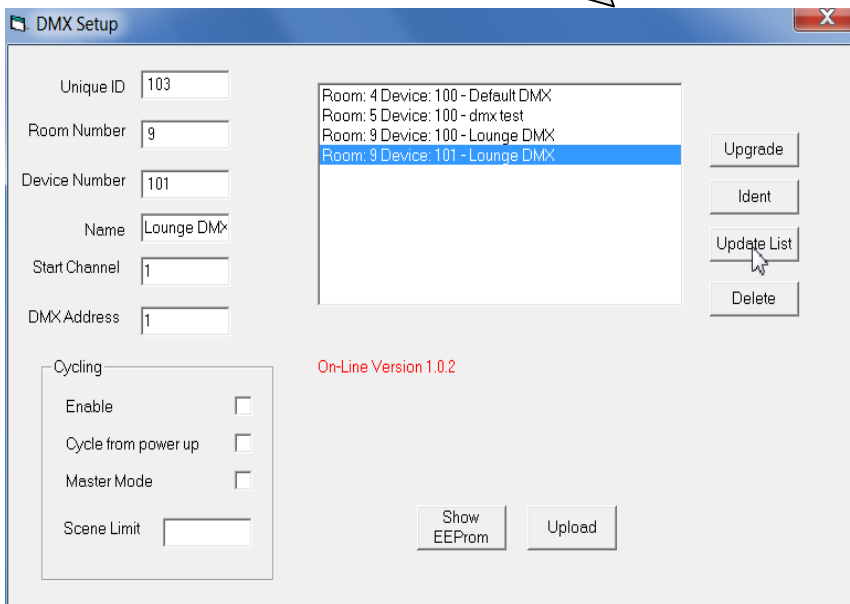


Select which room the DMX-Bridge will operate in. Give the DMX-Bridge a descriptive name.



If necessary use Advanced Options to manually set the Unique ID and Device Number of the DMX-Bridge. (It is important that all devices in the Rako wired system have different Unique ID's and no two devices should have the same Device Number within a single room).

Click Add and then Quit to add the DMX-Bridge to the system



Rasoft will now show the DMX Setup screen.

If the new DMX-Bridge is not listed on this screen press the Update List button.

(This screen can also be accessed via <Controls> - <Wired> - <DMX Bridge>).

The DMX Setup screen has the following features:

- List of DMX-Bridges on the system. The Red text “On-Line Version 1.0.2” indicates that the highlighted DMX-Bridge is connected to the system and communicating correctly.
- **Unique ID** of the highlighted DMX-Bridge. ALL devices should be automatically allocated these ID's by Rasoft without any attention.
- **Device Number** of the DMX-Bridges. All devices within a single room must have unique Device Numbers. In the screen above, there are three Device:100 entries; this is acceptable because they are in different rooms. The two devices in room 9 above have differing Device Numbers (100 & 101). A single room will normally have a mixture of Wall Plates and other devices (such as the DMX-Bridge): All these devices must have different Device Numbers from each other.
- **Device Names**. These serve to give a useful description of the device – perhaps “Floor LED DMX” - something to identify the unit easily at a later date.
- Start Channel of the highlighted DMX-Bridge. This is the Rako Channel Number (as used in the Rasoft Channel Controls screen & elsewhere). This is normally set to 1.
- **DMX Address**. This is the address of the DMX equipment that the DMX-Bridge is controlling – Often set by DIP switches within the DMX equipment. The range is 1 to 255. (most commonly set to 1)
- **Enable Cycling**. The DMX-Bridge can be used to create colour cycling effects of RGB lamps. If the Enable check box is ticked then the normal Fade Up and Fade Down wallplate functions are changed to Cycle Start and Cycle Stop. When cycling, the DMX Bridge changes from scene to scene, looping continuously.
- **Cycle from Power Up**. If this is checked then the DMX-Bridge will automatically start to cycle when power is applied to it.
- **Master Mode**. If this is checked then the DMX-Bridge will output Scene Commands to other Rako Dimmers during the cycling. This will synchronize those dimmers to the same scenes as the DMX-Bridge. Only set this if all the lights in the room should be cycling with the DMX-Bridge.
- **Scene Limit** check box. Sets the number of scenes in the cycle sequence.
- **Upload** Button – sends the setup information to the highlighted DMX-Bridge.
- **Show EEPROM** – displays the contents of the DMX-Bridge setup memory. This information may be useful to Rako technical support.
- **Upgrade** Button – allows DMX-Bridge firmware upgrade. The correct upgrade file is needed to use this feature. *Only perform upgrade following advice from Rako technical support.*
- **Update List** – refreshes the list of installed DMX-Bridges. This list is that stored in the Rasoft program. It does not perform a scan of the Rako system.
- **Delete** – Any unused entries may be deleted. If a DMX-Bridge is re-addressed, then it's previous entry should be deleted.

Rako thanks you for having purchased a Rako product and hopes that you are pleased with your system. Should for any reason you need to contact us please contact us via our website www.rakocontrols.com or by phoning our customer help line on 01634 226666.