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DigiLinX™ Application Note

Installing the Rako Lighting Driver

Equipment Required

Make sure the following equipment is on hand before you begin the installation process:

❍   *ControLin*X CL100

❍   Rako RAV232+ bidirectional RS232 controller

Step 1: Copy driver files

Copy the supplied driver file Rako.lua to the drivers directory (Dealer Setup v1.70 or later is required). Set the file structure as follows:

> c:Program Files\DigiLinX Dealer Setup\Drivers\Rako.lua

NOTE: If the Drivers directory does not exist, then you will need to create it.

Step 3: Configure ControLinX

To configure *ControLin*X, you must edit the settings on the IR/RS232 Settings tab for the *ControLin*X: To do this, complete the following steps:

1.   Open *DigiLin*X Dealer Setup.

2.   Add a *ControLin*X and specify that Generic lighting is the driver.

3.   Click on the *ControLin*X you want to configure in the project.

4.   Click on the IR/RS232 Settings tab.

5.   For the driver file, select Rako.lua as the driver from the dropdown list as shown in Figure 1.
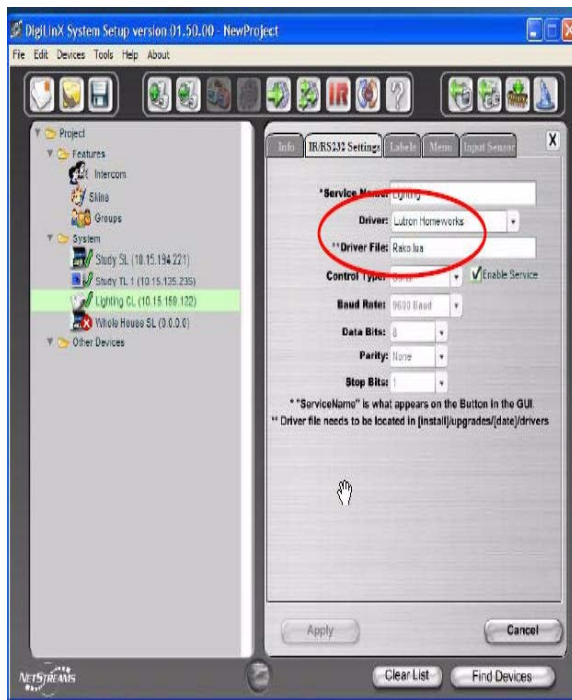
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Figure 1   IR/RS232 Settings screen with Rako.lua selected

Step 3: Create Labels for the Keypads

You must define the keypads for controlling lights on the Labels tab. Each defined keypad mimics the functionality of the Rako 7-button keypad. The functions of the buttons are defined, but the labeling can be anything the dealer wishes. A special 8th key is defined as a toggling function (Scene 1/Off) so this can be mapped to the *TouchLinX* hard button if desired. Refer to the following table for the functions of the phantom buttons:

Table 1. Scene Selection Mode

Phantom Button	Function
1	Scene 1
2	Scene 2
3	Scene 3
4r	Scene 4
5	Off.
6	Raise
7	Lower
8	Scene 1/Off Toggle

Each keypad has an address that specifies the house and room for that keypad. The syntax for the address is:

[HH, RR]

where:

HH is the house address: 1-256

RR is the room address: 0-256

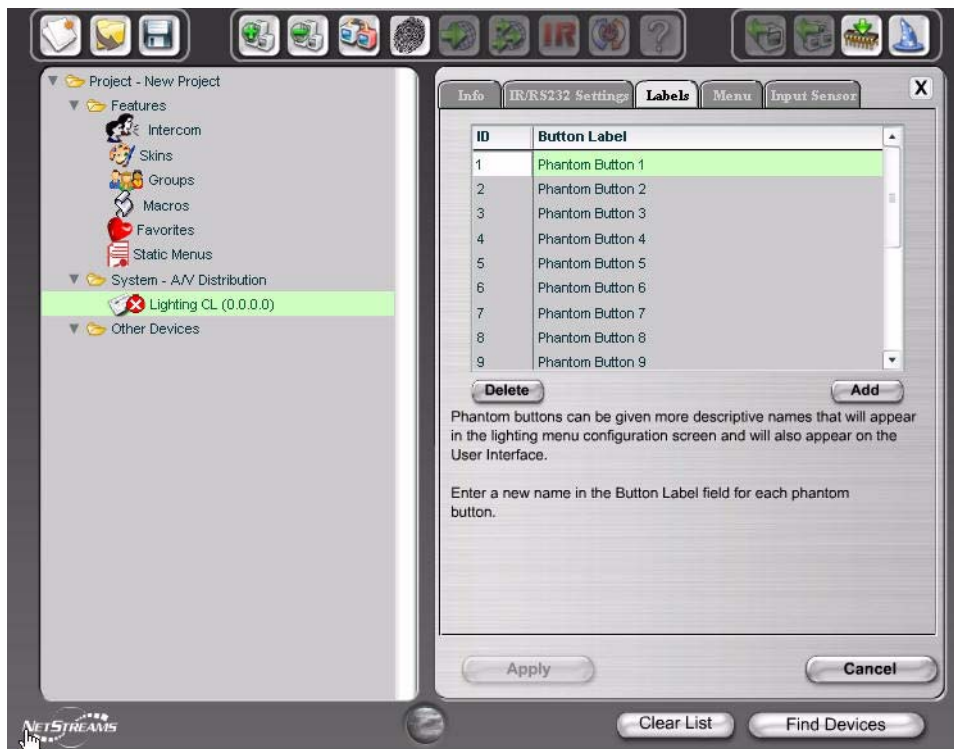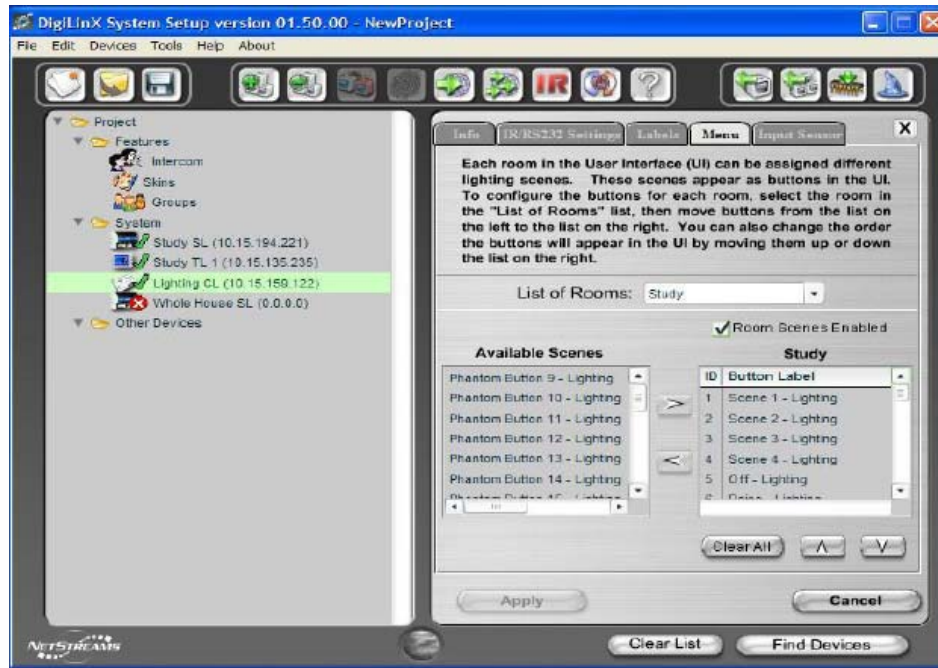Enter the address in the ID field as shown in the following figure:

Figure 2   Labels Tab for Rako driver

Step 4: Building Menus

The Menu tab (as shown in the following figure) builds the menus that appears on the *TouchLin*X when a room is selected. Note that this may include buttons from more than one phantom keypad if desired.

Step 6: Assign Lighting Function to *TouchLin*X Hard Buttons

If desired, the top hard button on the *TouchLin*X can be assigned to a lighting function. To do this, the driver supports a special function key that acts as a toggle between Scene 1 and Off for a keypad -- this can be assigned to the hard button or alternatively, to any other lighting key. Select the *TouchLin*X in the project and select the Hard Buttons tab as shown in Figure 3.
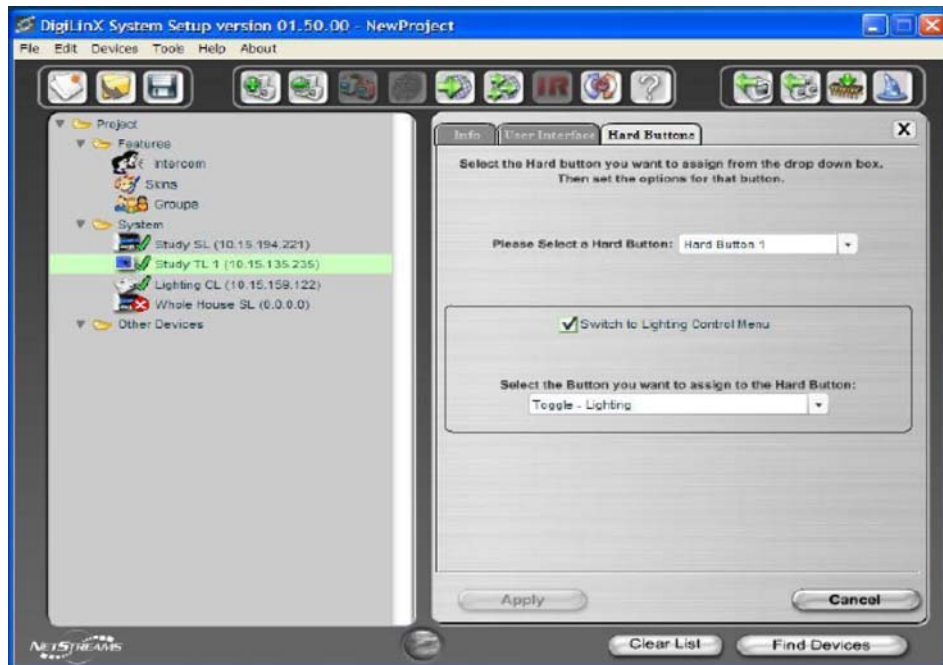
Figure 3   Hard Buttons tab

Step 7: Apply Changes to the Project

Apply changes to the project, and then send the configuration to the system. This uploads the driver file and configuration settings.

NOTE: This driver is not supported by *NetStreams*. This driver is supported by Invision. For support on the Rako driver, go to http://www.invisionuk.com/.