Instruction Manual

RMR-VF

Wireless 10-Way Volt-Free Interface

2024
Version 2.2.0

For more information relating to the RMR-VF see the Wireless Module Application Sheet, Wireless RAK Application Sheet, and Wireless Device LED Diagnostics.

For programming a Wireless system, including the device in this manual: Wireless Module Programming Guide

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1 What is the RMR-VF?

The RMR-VF is a 10-way volt free interface programmable via Rasoft Pro using a programming device such as a RAMPI or HUB.

Each input can be programmed to its own Room and Channel, and each input has two states, 'on make' and 'on break' which can be configured to trigger a command for each state that the switch is in.

Example:
On Make = Scene 1
On Break = Off

2 Inputs

Up to ten inputs can be used on the RMR-VF, if the inputs are fully populated it is recommended to use all three common inputs to avoid exceeding the input terminal capacities.

3 Installation

⚠WARNING

POWER SHOULD BE ISOLATED THROUGHOUT THE INSTALLATION PROCESS

- RMR-VF modules should be mounted in areas that are adequately ventilated, dry, and outside of any metal-enclosed casings that may interfere with the wireless signal.
- Modules should be mounted vertically, with the terminals at the bottom.
- Ensure that cable clamps are securely fitted on the incoming cables.
- While the modules are designed to be completely maintenance-free, they should be mounted in an accessible location should investigation or re-addressing of the units be necessary.

STEP 1		Remove the front cover and set the cable clamps aside.
STEP 2		Insert the DC power connector. NB A power socket is required for the power supply.

STEP 3		Connect the common and switching wires to the required inputs, there can be up to ten per RMR-VR. The example shows a common wiring arrangement.
STEP 4		Install the cable clamps, and ensure that the connected cables are secure.

4 Programming the RMR-VF

Before the RMR-VF can function, it has to be programmed via Rasoft Pro using a programming device such as the RAMPI or HUB.

The following steps assume:

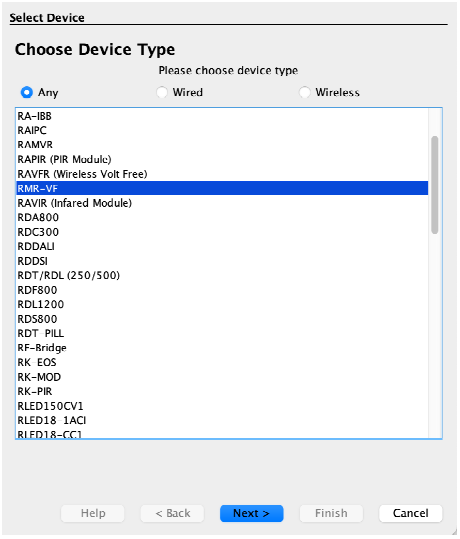
- A Project File has been created.
- Rooms have been created.
- The HUB has been configured.
- The Channels in the Rooms have been labelled.

If the above has not been done, refer to the Wireless Module Programming Guide before continuing.

4.1 Assigning the RMR-VF

- Select "File" - "New device" to bring up the "New device Wizard"

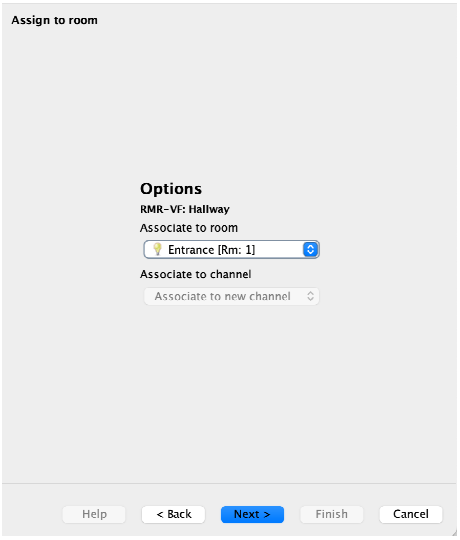
- Select "RMR-VF" and then select "Next".



- Choose a descriptive name for the Device and select “Next”



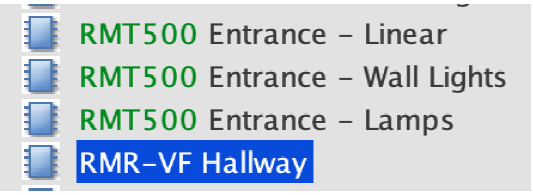
- Associate the RMR-VF with a Room using the drop-down menu, leave “Associate to Channel” as it is and select “Next”



- Put the RMR-VF into Setup Mode by pressing and holding the setup button on the unit for 3-4 seconds.

- Once the RMR-VF has entered Setup Mode, the blue LED on the unit will blink periodically, select ‘Device is in Setup’, then ‘Finish’

- The RMR-VF has been assigned in Rasoft Pro, it can be accessed by selecting it in the "Device List"



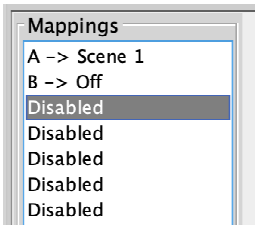
4.2 Configuring the RMR-VF

Once the RMR-VF has been assigned to a Room in Rasoft Pro, the inputs require programming via the Device Editor. To get to the RMR-VF configuration page, select it in the Device List as seen in the previous step.

4.2.1 The Mapping Section

All programmed inputs for the Device must first have a mapping. The purpose of a mapping is to program an input to perform a specific command. Each input has its own letter to represent its input; the RMR-VF has up to 10 inputs.

New mappings can be created by selecting a disabled field and selecting the corresponding input letter in the next column.



Active mappings can be copied or pasted into disabled mappings; this is typically used when re-using similar functions of an existing mapping to save time such as a toggle function.

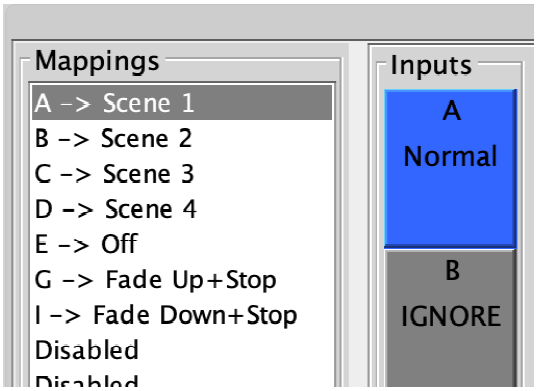


Mapping right-click options

4.2.2 Inputs

The inputs for the mappings are configured in the Inputs section.

When an input is highlighted blue, it will set the corresponding input letter active in the mapping, selecting the input multiple times will cycle through the input options which are "Normal", "Ignore" and "Invert", an example can be seen below:

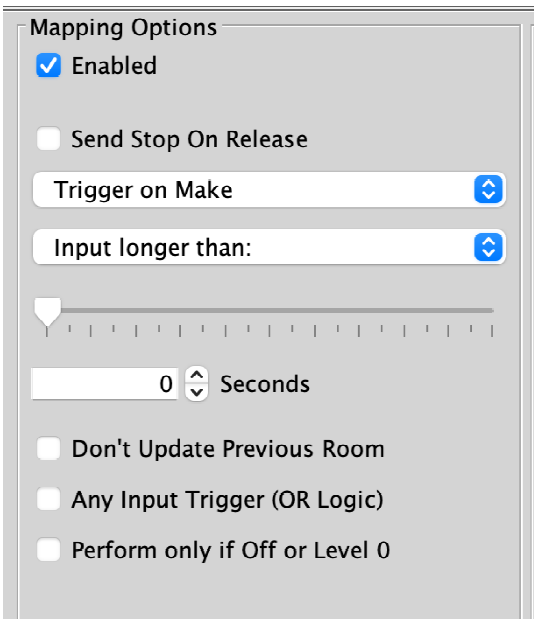


'A - Normal' creates a mapping for input A, ensure that only one input is highlighted blue for each mapping.

If A is set as 'Invert', the 'On Make' and 'On Break' commands will reverse.

4.2.3 Mapping Options

Once the input has been selected and configured, the behaviour of the input is set up in the Mapping Options.



Trigger on Make
When the switch input makes contact, trigger the output command.

Trigger on Break
When a switch breaks its contact, trigger the output command.

Send Stop On Release
When the made contact is released, a 'Stop' command will be triggered.

Trigger on Press
Trigger the output command when the momentary switching makes contact between its input and common.

Trigger on Release
Trigger the output command when the momentary switch breaks contact between its input and common.

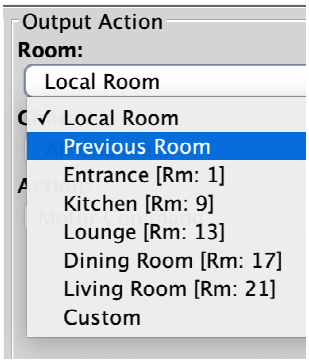
Don't update previous room
If this box is ticked this map will not update the "last used" flag for both Room and Channel. When a "last used" is sent from this Device the most recent room and Channel sent which doesn't have "don't update previous Room" selected will be sent.

Set Scenes only if lights are OFF:
The command sent in the "output action" section is a scene that will only take effect if the lights are currently off. This is often used when the device interfacing with the RMR-VF is a presence sensor.

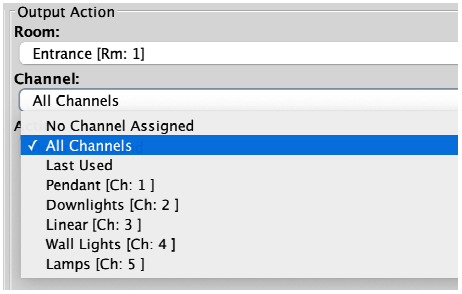
Any input Trigger (OR Logic):
Use only when combined inputs are required.

4.2.4 Input action

Room
The Room number of the output command.



Channel
The Channel number of the output command can be All Channels or a single Channel.



Disable map
When enabled, the button input will have no output command.

Scene
If a Scene is being triggered, select a Scene between 1-16.

Fade-Up/Fade-Down
Commonly used to manually dim lighting up and down, as well as the Opening/Closing of Blinds.

NB
'Send Stop on Release' should also be checked when using this option.

Motor Stop
Used to stop 3rd party motors that are configured within the HUB.

Ident
This option is not recommended, as the command will make a load flash momentarily and provides no practical function for daily use.

Toggle

The Toggle function will alternate between two commands, either a Level command and Off, or a Scene command and Off.

NB

Do not map more than one Toggle to a single button on the inputs; this will result in sporadic switching due to toggles getting out of sync.

Level

Sets the lighting Level to a percentage of brightness between 0-100%.