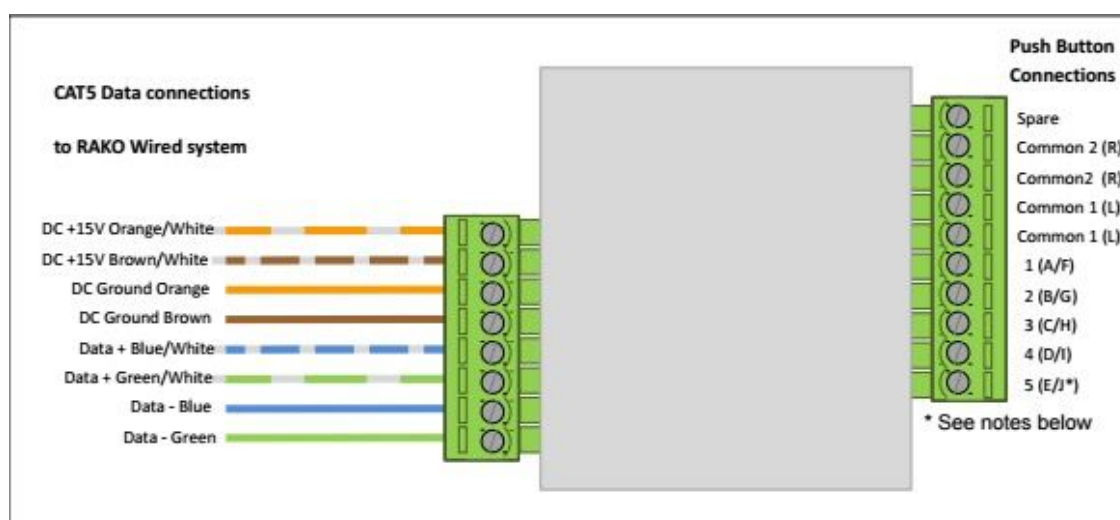


WCM-D Instruction Manual



The WCM-D allows Custom & Third Party Switch Plates to be used in place of a standard Rako wired wall panels (WCM). The WCM-D will fit inside a single gang back box. Up to nine switch inputs can be taken per WCM-D. The switch plate can be formed of Latching or Momentary Action switches which have short wires to terminals on the WCM-D.

Wiring Switches to the WCM



The WCM-D is wired into 2 pluggable sets of terminals. The 8 way terminal block connects to the Rako wired network formed of cat5/cat6 cable with cable allocations as set out above.

The 10 way terminal block is used to wire up to nine 3rd party switch panels into the WCM-D. Inputs A-F are used by pairing with either of the "Common 1" terminals and "E-J" with the "Common 2" terminals.

NB

Input J cannot be wired to a switch it is used for setup purposes only.

Setting up the WCM-D

- First open Rasoft Pro and ensure an WA/WTC - Bridge is successfully connected (see wired programming guide for details).
- Short either of the two "Common 2" inputs with E/J to give a continuous J input for 3 or 4 seconds (when the WCM-D successfully enters set-up mode the LED will begin to blink).
- If the installation is correct a pop up box will appear in Rasoft Pro. If no pop up box appears there is most likely an error in the wiring of the Rako Wired Network
- Enter a suitable name and assign the local room