



DEL MOTORIZED SOLUTIONS

(866) 44MOTOR - (215) 639.3880

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Programming Instructions.

Each RP60 has two RJ11 jacks labeled “EYE” and “AUX”. The “EYE” port is where devices such as infrared eyes or radio receivers are connected to the RP-Bus. The “AUX” port links the RP-Bus to other RP60’s.

When connecting the RP-Bus, connections can be made from “EYE” to “AUX” or from “AUX” to “AUX”. A connection from “EYE” to “EYE” must **never** be made.

Technical Note:

The “EYE” port on an RP60 generates +5VDC on the second pin (usually indicated by the color red). This is used to power devices such as infrared eyes. If two “EYE” ports are connected on the RP-Bus, they are both trying to send +5VDC on the same wire. This will short-circuit the RP-Bus and damage the RP60 unit.

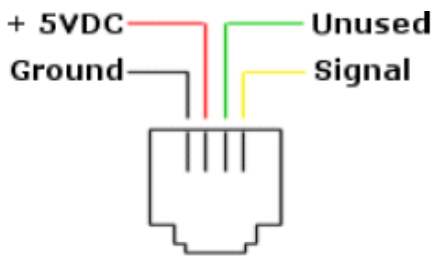


Figure 2.4.1: Eye Port

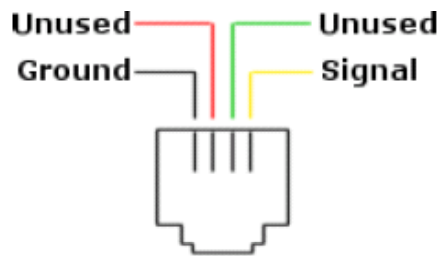


Figure 2.4.2: AUX Port

Making The Cable

When making the RP-Bus cable, the wires must be run straight though, not flipped like regular telephone cable.

A good visual cue to determine if the cable is properly crimped is to line up the ends of the cable pointed away from you and the tabs facing downward, and make sure that the black wire is on the left side of both plugs.

Programming

O = Open

C = Close



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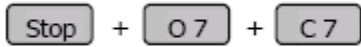
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- # = The main channel of the control you wish to program
- + = Press and hold (read as “and”)
- > = Release before pressing the next button (read as “then”)

What Is “Stop+7+7”?

We have developed a method of programming to fit any installation, and to prevent the need for expensive and complicated programming devices. This sequence was also created to ensure that accidental programming does not occur.

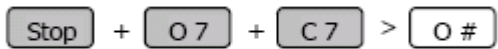
The first step to program an RP60 is to distinguish between programming commands and operational commands. In its normal state, the commands sent from a transmitter or keypad are operational commands. The sequence for telling the transmitter to send a programming command is:



The above sequence is read as “Stop and Open 7 and Close 7” or “Stop, 7, 7” for short.

Press and hold the “Stop” button, then press “Open 7” and “Close 7” simultaneously, then release all 3 buttons. If this is performed correctly, the LED on the transmitter will begin to blink.

When the light on the transmitter is blinking, it is awaiting the next instruction. The next button pressed is the main channel address of the RP60 that you want to program. When combined with our initial programming sequence, we get the following:



In the above sequence, # represents the main channel of the RP60 that we want to program. This number could be 1 or 60 or anything in between. Should the RP60 that is being programmed be a new unit the factory default programming will be 1. Should the main address be unknown, Open ALL will also work. If the sequence is performed correctly, the red programming LED on the RP60 will illuminate (see figure 3.2.1).

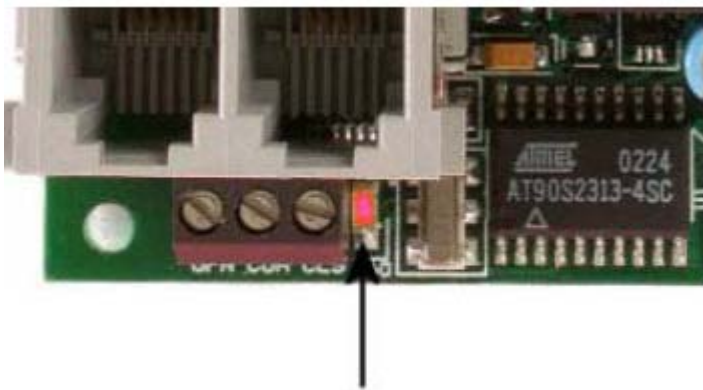


Figure 3.2.1: Programming LED

Once the red programming LED is illuminated, any commands seen by the RP60 will be



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interpreted as programming commands. The RP60's have many programmable features that are adjusted using a sequence of "Open" and "Close" commands.

Example:

If we wanted to enable sticky action on the manual inputs of an RP60 with main address 4, we would perform the following sequence:

Stop + O7 + C7 > O4 > C7 > O4 > Stop

As the sequence is carried out, the red LED on the RP60 will come on after the "Open 4" is pressed, and will blink after the "Close 6" and again after the "Open 5" and will go out after the "Stop" button is pressed.

Grouping of motors is accomplished by assigning Group addresses to a specific RP. By assigning groups to RP60's, multiple motors may be operated by sending one convenient command. Also, various operating features (such as "Intermediate Stops") may be enabled for any particular group address. This allows a single motor to have multiple behaviors.

Each RP60 may have up to 6 group addresses. Each of these addresses come from our "pool" of 60 (RP60) usable addresses and fit into Subgroups numbered 1-6.

Programming Sequence:

Subgroup 1	Stop + O7 + C7 > O# > C2 > ON > Stop
Subgroup 2	Stop + O7 + C7 > O# > C3 > ON > Stop
Subgroup 3	Stop + O7 + C7 > O# > C4 > ON > Stop
Subgroup 4	Stop + O7 + C7 > O# > C5 > ON > Stop
Subgroup 5	Stop + O7 + C7 > O# > C13 > ON > Stop