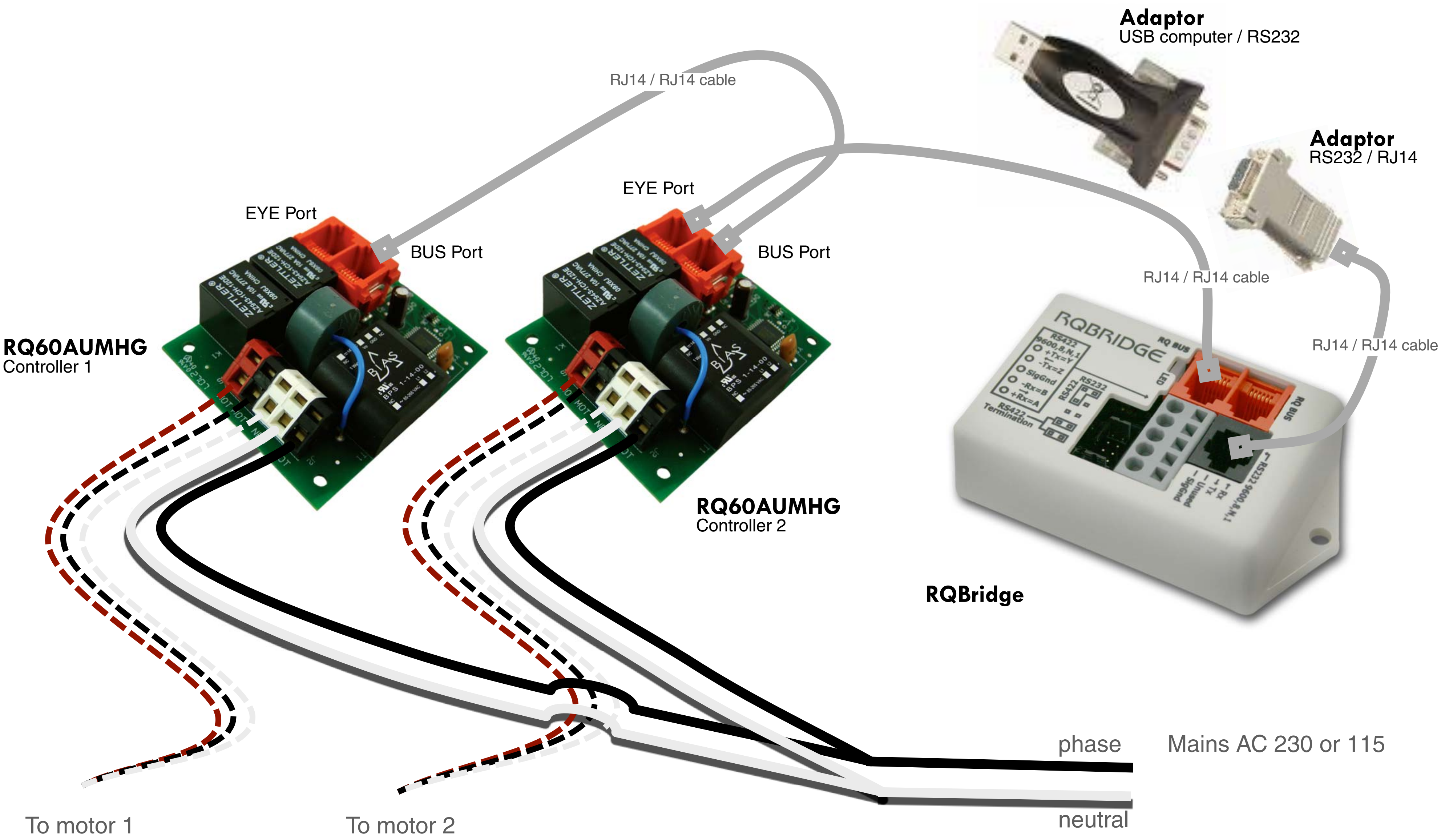
Connection Diagram



On site calibration the controllers with the RS232 protocol

STEP 0 - Launch the Hyperterminal software in your Personal Computer

Button "Start" Menu > Programs > Accessories > Communications > Hyperterminal

If you don't have it, you can install it with the control panels "Add/Remove programs" in the section "Add or remove Windows components"

Select "Accessories and utilities" click on the button "Details"
Select "Communications" click on the button "Details"
Check the input case "Hyperterminal" and click on the button "OK"

STEP 1 - Configure the Hyperterminal software

A window of Hyperterminal with the title "Connexion description" appear.
Type in a desired name (example: RQbridge) and click on the button "OK".
The icon doesn't matter. Select the good COM port (example: COM1),
while ignoring the other options. click on the button "OK".
In the window "Properties of COM port" select the next properties :

Bits per second: 9600
Data bits: 8
Parity: None
Stop bits: 1
Flow control: None

click on the button "OK"
A white Window appears

Menu "File" > Properties

In the "Properties window" select "settings" tab select/check the properties:

Emulation: select "Auto detect"
check "Play sound when connecting or disconnecting" box

Push "ASCII setup"
In the section "Sending"

check "send line ends with line feeds" box.
check "echo typed characters locally" box.

In the section "Receiving"

check "Append line teeds to incoming line ends" box.
check "Wrap lines that exceed terminal width" box.

STEP 2 - Are you ready ?

In the console window push the key "enter"
you should get an !BR1U; (or similar) back. You're ready to go.
If you don't get it : check your connection between your computer and RQbridge

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STEP 3 - Query the RQbridge for available "node addresses"

The command start with ! and finish with ;
The ; character send directly your command.

send: `!ØØØv?;`
A typical response: `!BR1vB1Ø;!ABCvA1Ø;!XYZvA1Ø;`

Push the enter key after each response for more lisibility
Response explain:

BR1vB1Ø	ABCvA1Ø	XYZvA1Ø
The RQbridge	The first RQ60AUMHG controller	The second RQ60AUMHG controller

red : the name of an element (node adress)
blue : the firmware version of an element

STEP 4 - Identify the RQ60AUMHG controllers with his name

You have to replace ABC by the letters you have got.

send: `!ABCi;`
The response: `nothing`
The targeted controller will blink its local led RED

ABCi

red: the name of your controller
black: the command

STEP 5 - The basic command Open (o) and Close (c)

send: `!ABCo;`
The response: `!ABC<99;`
The response when it's completely open: `!ABCrØØ;`

ABC<99
ABCr00

The sign < represent the mouvement of the curtain
The character r is abbreviation of ready (no move)
The numbers 00 represent the store position (0-99)

send: `!ABCc;`
The response: `!ABC>00;`
The response when it's completely close: `!ABCr99;`

ABC>00
ABCr99

The sign > represent the mouvement of the curtain
The character r is abbreviation of ready (no move)
The numbers 00 represent the store position (0-99)

If the store don't move : check your connection between motor and controller

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STEP 6 - The basic command Open (o) and Close (c) for all controllers

send: !ØØØo;
The response: !ABC<99; !XYZ<99;
The response when it's completely open: !ABCrØØ; !XYZrØØ;

send: !ABCc;
The response: !ABC>ØØ; !XYZ>ØØ;
The response when it's completely close: !ABCr99; !XYZr99;

000o
000c

red: represent all the controllers
black: the command

If the position response is inverted: invert the cables of motor

STEP 7 - Perform a “Calibration Sequence”

The calibration allows the controller to track down better the minimal position and the maximal position in the travel time to obtain a better location

send: !ØØØpTC;
response: nothing
The controller will run the motor and record its travel time from fully open to fully closed and back to open

000pTC

red: represent all the controllers
black: the command perform
green: Travel Calibration

STEP 8 - The basic command Move (m)

send: !ABCm24;
A typical response: !ABC<99;
A typical response when it's completely move: !ABCr24;

ABC<99
ABCr24

The sign < represent the mouvement of the curtain
The character r is abbreviation of ready (no move)
The numbers 24 represent the store position (0-99)

send: !XYZm88;
A typical response: !XYZ>00;
A typical response when it's completely move: !XYZr88;

XYZ>00
XYZr88

The sign > represent the mouvement of the curtain
The character r is abbreviation of ready (no move)
The numbers 88 represent the store position (0-99)

STEP 9 - The basic command Move (m) for all controllers

send: !ØØØm38;
The response: !ABC>ØØ; !XYZ>ØØ;
The response when it's completely open: !ABCr38; !XYZr38;

000m38

red: represent all the controllers
black: the command
green: position to move

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STEP 10 - Memorize 1/85 position with a scene called "a"

The format 4/3 corresponds to the position 44 but you will maybe be obliged to redefine this position

send: !ABCda44;
The response: !ABCda44;

ABCda44

red: the name of your first controller
black: the command define
blue: the name of the scene
green: the position

send: !XYZda44;
The response: !XYZda44;

XYZda44

red: the name of your second controller
black: the command define
blue: the name of the scene
green: the position

STEP 11 - Memorize 16/9 position with a scene called "b"

The format 4/3 corresponds to the position 50 but you will maybe be obliged to redefine this position

send: !ABCdb50;
The response: !ABCdb50;

ABCdb50

red: the name of your first controller
black: the command define
blue: the name of the scene
green: the position

send: !XYZdb50;
The response: !XYZdb50;

XYZdb50

red: the name of your second controller
black: the command define
blue: the name of the scene
green: the position

STEP 12 - Memorize 4/3 position with a scene called "c"

The format 4/3 corresponds to the position 99 but you will maybe be obliged to redefine this position

send: !ABCdc99;
The response: !ABCdc99;

ABCdc99

red: the name of your first controller
black: the command define
blue: the name of the scene
green: the position

send: !XYZdb99;
The response: !XYZdb99;

XYZdc99

red: the name of your second controller
black: the command define
blue: the name of the scene
green: the position

FINAL STEP - Example for call a scene for all controllers

send: !000ga;
A typical response: !ABC<99;!XYZ<99;
A typical response when it's completely move: !ABCr44;!XYZr44;

XYZga

red: the name of your second controller
black: the command go
blue: the name of the scene