Rako For SIMPL

Revision: 2.0
Date: 28 October 2026

Module Description

The driver is designed to operate a Rako lighting control system from Crestron custom systems, and requires a suitable **Rako HUB** to be included in the Rako system. Additionally, the Rako lighting system must be configured and operational and you will require specific details for the integration, such as room Ids, Channel Ids and so on.

NOTE: The legacy Rako BRIDGE is **NOT** supported – however upgrading is simple.

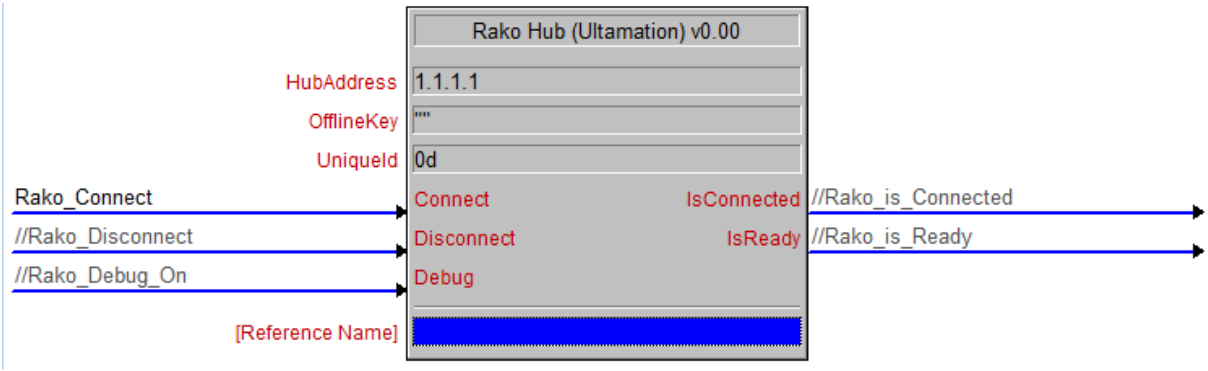
The complete system is made up of a number of modules.

- Rako Hub
  This module is mandatory for each physical hub. More than one hub can be used in larger systems. Each hub module must be assigned a unique "id" which is used to link hub modules to its children (room, channel, RGB) modules. This value is NOT a Rako parameter and can be chosen freely by the Crestron programmer.
- Rako Room
  This module is used for general room scene control. Simply identify the unique hub Id, the room number and select a scene to recall. These can be considered equivalent to the scene buttons on a keypad. Scene 0 is equivalent to RoomOff.
- Rako Channel
  For single channel dimmers, the channel module provides on/off, fade control and discrete level setting.
- Rako RGB
  Similar to the single channel module, this module provides setting and feedback of RGB dimmers.

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Module Details

Rako Hub



Parameters

HubAddress – Enter the fixed IP address of the hub

OfflineKey – The offline key, if required as explained below in the "**Licensing**" section

UniqueId - A decimal number that links the hub instance to multiple room/channel/rgb instances

Inputs

Connect – Pulse this to start communication with the hub

Disconnect – Pulse this to disconnected form the hub (you can safely leave the hub connected)

Debug – Raise this high to enable Debug output – this is useful when contacting support. Debug info is written to the error log and should not be left enabled

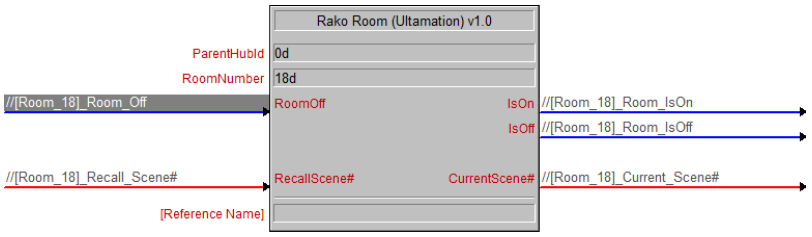
Outputs

IsConnected – The module has successfully connected to the hub over IP.

IsReady – The module is now able to send commands to the hub

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Rako Room



Parameters

ParentHubId – A decimal number that links the room instance to a specific hub instance – this MUST match the UniqueID in the hub module.

RoomNumber – The Rako room ID. Only use once!

Inputs

RoomOff – Turn the room off (this is the same as selecting scene '0')

RecallScene# - Pas a number to select a configured scene

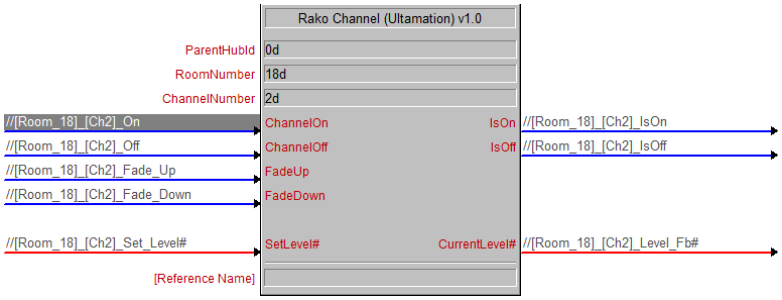
Outputs

IsOn – High if any channel in the room is not 0

IsOff – High if all channels in the room are 0

CurrentScene# - The currently selected scene number

Rako Channel



Parameters

ParentHubId - A decimal number that links the room instance to a specific hub instance – this MUST match the UniqueID in the hub module.

RoomNumber - The Rako room ID for this channel

ChannelNumber - The Rako channel ID – Only use once!

Inputs

ChannelOn – Turn on the channel – the channel will turn on to the values last set with **SetLevel#**

ChannelOff – Turn off the channel

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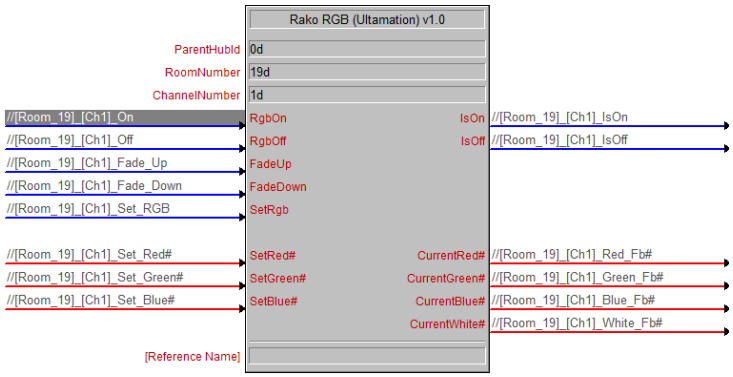
FadeUp – Press and hold to raise the channel level
FadeDown – Press and hold to lower the channel level
SetLevel# - Full scale value (0-65535) to set the channel level

Outputs

IsOn – High if the channel level is not 0
IsOff – High if the channel level is 0
CurrentLevel# - The current level value (0-65535)

Please Note: because of scaling/resolution, the "SetLevel" value may not match the "CurrentLevel" exactly.

Rako RGB



Parameters

ParentHubId – A decimal number that links the room instance to a specific hub instance – this MUST match the UniqueID in the hub module.
RoomNumber - The Rako room ID for this channel
ChannelNumber - The Rako channel ID – Only use once!

Inputs

RgbOn – Turn on the rgb channel
RgbOff – Turn off the rgb channel
FadeUp – The same as the Channel fade but can be configured for rgb patterns
FadeDown - The same as the Channel fade but can be configured for rgb patterns
SetRgb – Set's the rgb values to the values in **SetRed#, SetGreen#, SetBlue#**
SetRed# - The value to set the red at for **SetRgb**
SetGreen# - The value to set the green at for **SetRgb**
SetBlue# - The value to set the blue at for **SetRgb**

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Outputs

IsOn - High if the channel level is not 0

IsOff - High if the channel level is 0

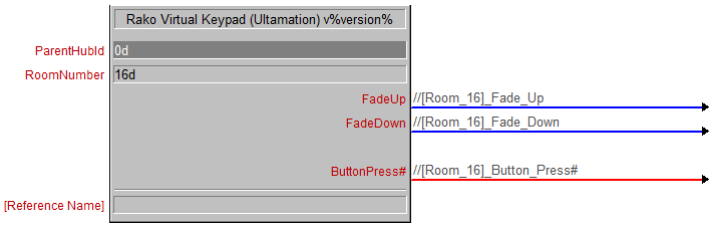
CurrentRed# - The current red value for the channel

CurrentGreen# - The current green value for the channel

CurrentBlue# - The current blue value for the channel

CurrentWhite# - The current white value for the channel, this is feedback only and automatically calculated by Rako

Rako Channel



The virtual keypad can be used to capture physical button presses from Rako keypads. Each keypad will be configured for a specific Room ID so the Virtual Keypad module is also assigned a Room ID. Only ONE Virtual Keypad can be added to the program for each Room.

Parameters

ParentHubId - A decimal number that links the room instance to a specific hub instance – this MUST match the UniqueID in the hub module.

RoomNumber - The Rako room ID for this channel

Outputs

FadeUp - Goes high while the physical raise button is pressed.

FadeDown - Goes high while the physical lower button is pressed.

ButtonPress# - Emits the scene button number when pressed (0 = off)

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Support

If you have any issues with an integration solution please let us know by contacting Ultamation support on support@ultamation.com and please include as much detail about your issue as possible, such as a recent processor error log.

Licence verification messages are posted to the error log, so please ensure you have checked this.

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This is an electronic product and there is no physical delivery.

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