



Remote

Radonix

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Introduction

The Radonix remote package is for remote communication and commanding devices up to a distance of 15 meters. Each remote package includes a receiver along with a connection cable and a transmitter.

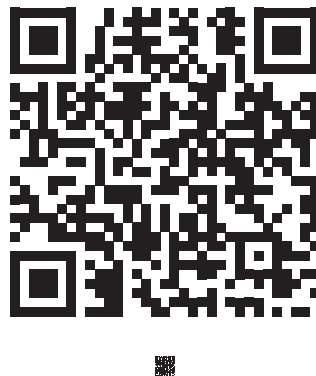


Figure(1) - Radonix Remote image

Setting up the remote

To set up the remote, first connect the remote receiver to the computer via the cable. This will turn on the receiver's internal light. Then, some settings must be made in the software in the Remote section under Settings.

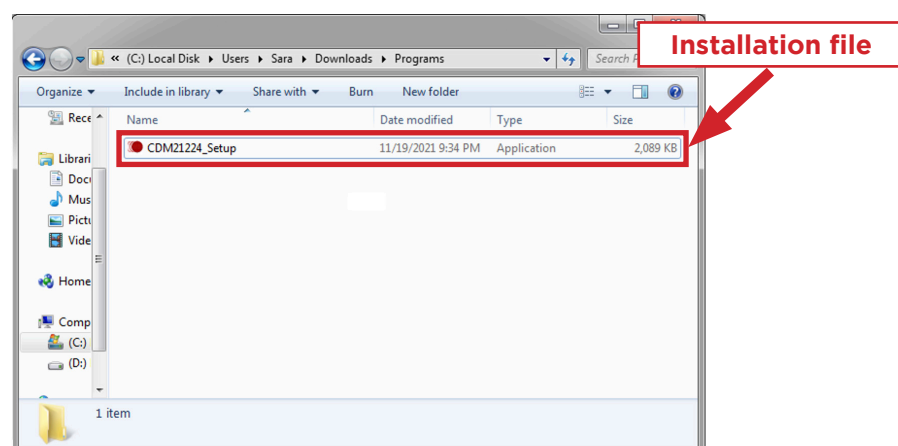
Note that before connecting the cable to the computer, the USB driver with the name CDM21XXX must be installed so that the receiver can be identified by the computer after connecting the cable to the computer.



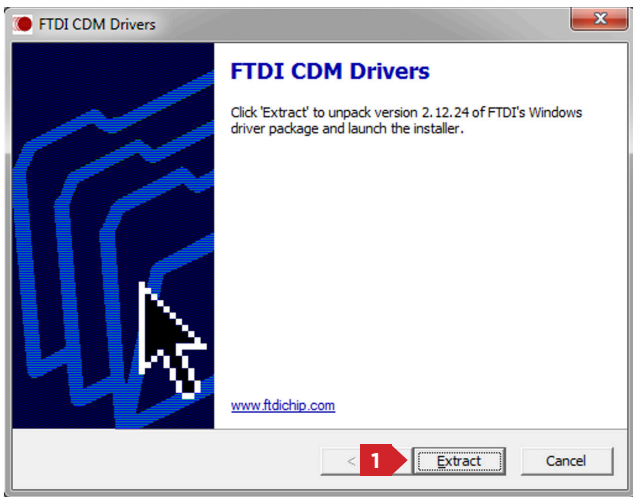
Figure(2) - CDM21XXX download link

CMD21XXX installation

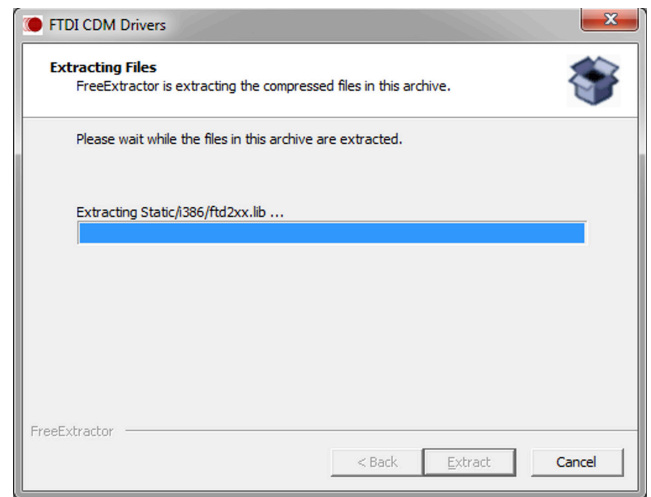
After downloading the CDM21228 software, double-click on the downloaded file and follow the steps below.



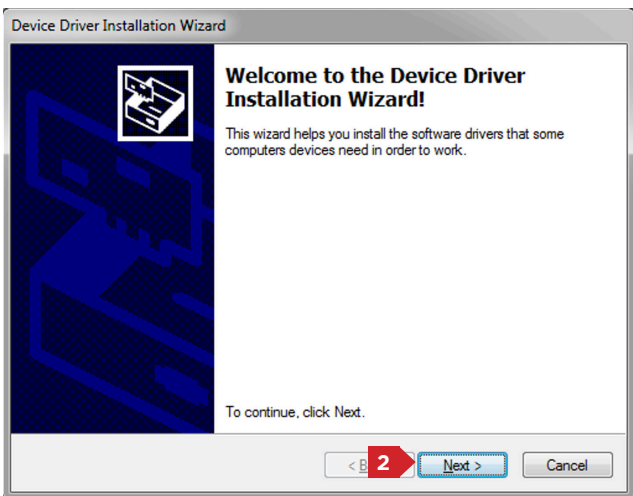
Figure(3)



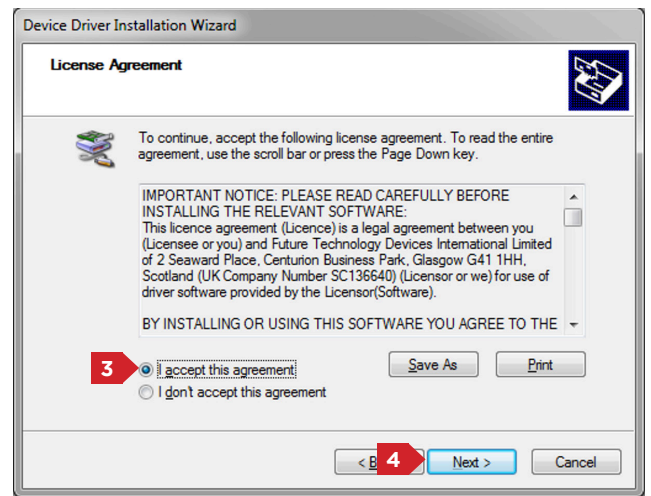
Figure(4)



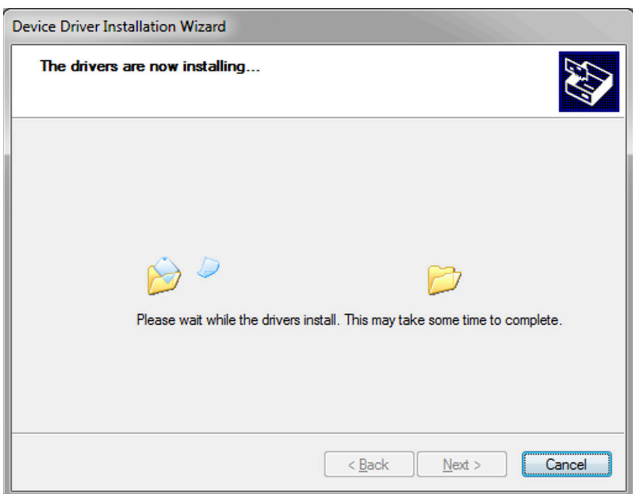
Figure(5)



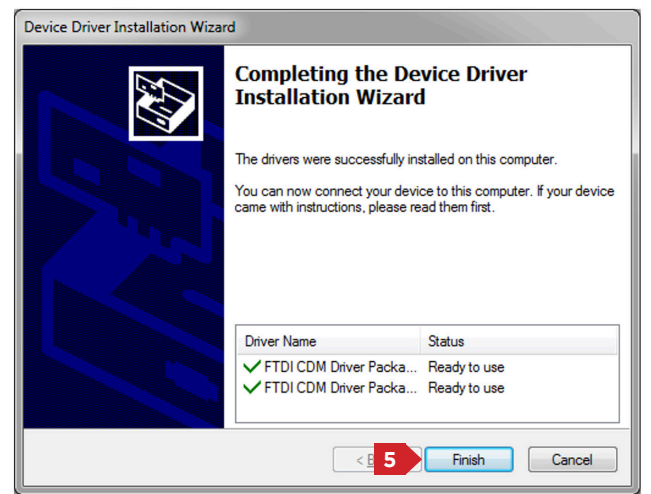
Figure(6)



Figure(7)



Figure(8)

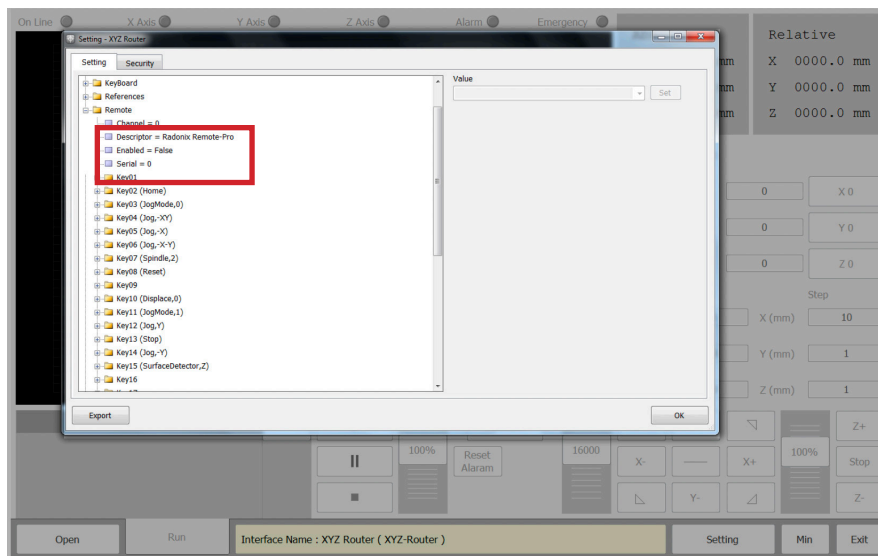


Figure(9)

The software has been installed correctly.

Configuration

To set up the remote, a series of software settings must be performed. In the CAM-Pro software, enter the Remote section from the Settings menu, open the Remote branch, and you will see 4 sub-branches. (Figure 10)



Figure(10)

Remote

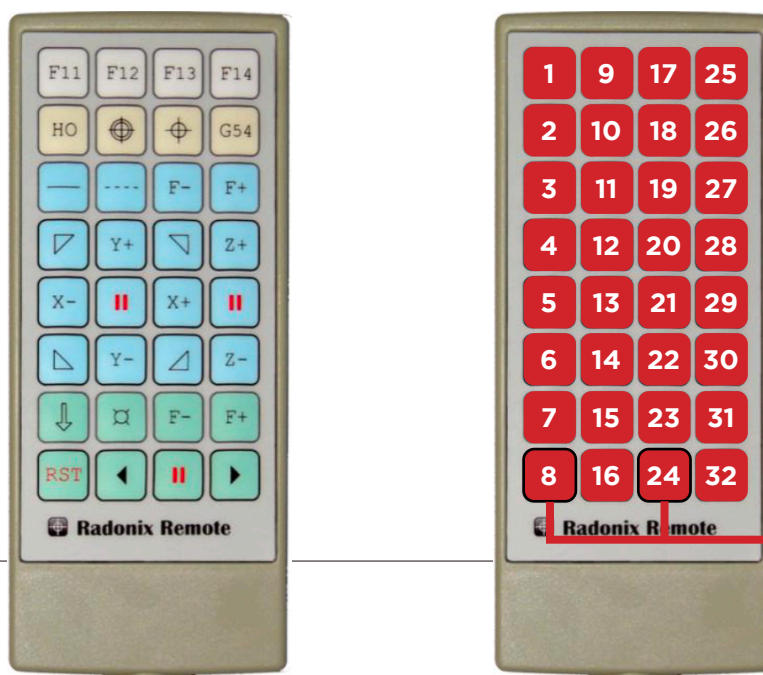
Remote/Channel

This variable is used to determine the remote channel. The remote channel is a number between 1 and 32 that needs to be entered in this section.

How to change the remote transmitter channel:

There are 32 buttons on the transmitter with corresponding numbers, as shown in the figure below, that the operator can use to select the transmitter channel. The method for doing this is as follows:

First, simultaneously press the two buttons named Reset and Pause (marked with the abbreviations RST and ||) in the last row of the transmitter buttons. The red light on the transmitter will start flashing continuously, and after a few seconds, the light will turn on uniformly. Then, release the buttons, and by pressing any of the keyboard buttons with the corresponding number, it will be saved as the new remote channel. (The number corresponding to each button is written next to that button in the figure. For example, F12 corresponds to button number 9.) In the last step, the selected new number should be entered in this Channel section to set the new channel completely.



- The Reset and Pause buttons are used to change the channel.

Remote/Descriptor				
This variable is used to determine the type of remote. In fact, through this section, it can be specified whether the remote is related to the Pro or Plus controller model.				
Remote/Enabled				
The Enabled variable is defined as True and False. If this variable is False, the remote is disabled completely and ignored. If this variable is True, the remote is activated.				
Remote/Serial				
<p>This variable is used to determine the remote serial number. In fact, the remote serial is a 5-digit code that is located on the back of each remote.</p> <ul style="list-style-type: none"> Each remote has a different serial number. 				
Remote/Key[n]				
<p>Since all Remote sub-branches from Key01 to Key32 have a common definition, Key[n] is used to provide a comprehensive definition for all Remote sub-branches. In fact, [n] can be any number from 1 to 32.</p> <p>There are 32 buttons on the transmitter, each of which can be defined based on its button number. (The button numbers are provided in this table in the explanations of the Channel sub-branch). Therefore, if any number from 1 to 32 is used instead of [n], it will be the identifier of the Remote sub-branches and button number.</p>				
Remote/Key[n]/Enabled				
The Enabled variable is defined as True and False. If this variable is False, the remote button is disabled completely and ignored. If this variable is True, the button on the remote is activated based on the specified link. For example, if Key02 is True in the Enabled section, button number 2 will be activated.				
Remote/Key[n]/Link				
<input type="checkbox"/> InPort Table(2)	<input type="checkbox"/> OutPort Table(3)	<input checked="" type="checkbox"/> Function Table(4)	<input type="checkbox"/> Analog Table(5)	<input type="checkbox"/> Value Table(6)
<ul style="list-style-type: none"> You should check the user guide for learn more about related tables 				