

RS485/RS232 Controller | Model: C-400-12-DS00



Certifications



Applications

The **RS485/RS232 Controller** is the ideal Bluetooth Mesh Control for compatible Drapery Systems. Receiving its power from the Motor, no external power supply is needed. Drapes or blinds can be controlled by the BubblyNet App and the Q Series Keypad, as separate engraved keypads specifically for shade control or included as part of a scene with or without light control. Occupancy Sensors and Schedulers can also work seamlessly with the controller for added flexibility.

The integration, interface and testing for any special application will be quoted as a non-recurring charge.

Connectivity

Devices are repeaters for other devices and should be installed within a certain maximum distance from each other.

Typical maximum distance:

<u>Outdoor (line of sight):</u>	200ft
<u>Indoor (through building material):</u>	
Glass:	100ft
Drywall:	70ft
Cinderblock:	60ft
Brick:	50ft
Concrete + rebar	0ft

Devices with external antenna should have the antenna outside any metal box and away from metal surfaces as metal reduces connectivity.

For design purposes a 60ft. maximum distance is appropriate for most installations.

Specifications

- Power Input - 5VDC to 30VDC
- RS485/RS232 Protocol Compatible
- Operating Temperature - 50° to 104°F (10° to 40°C)
- Indoor Use Only
- Dimensions - 3.5" x 1.7" x 1.36"
(90 x 43.2 x 34.5mm)

Description

The **RS485/RS232 Controller** is the ideal solution for standalone projects as well as the backbone of complex mesh networks.

Operation

Once powered up, the device broadcasts its identification code waiting to be commissioned through the BubblyNet App.

Installation

The installation of the **RS485/RS232 Controller** is very simple. Plug and play, just connect the Cat 6 cable from the shade motor into the BubblyNet Controller.

Features

- Simple to Install
- Control for Compatible Drapery Motors
- No External Power Supply Needed
- Single RJ45 Female Connector
- Receives Single Standard Cat 6 Network Cable