

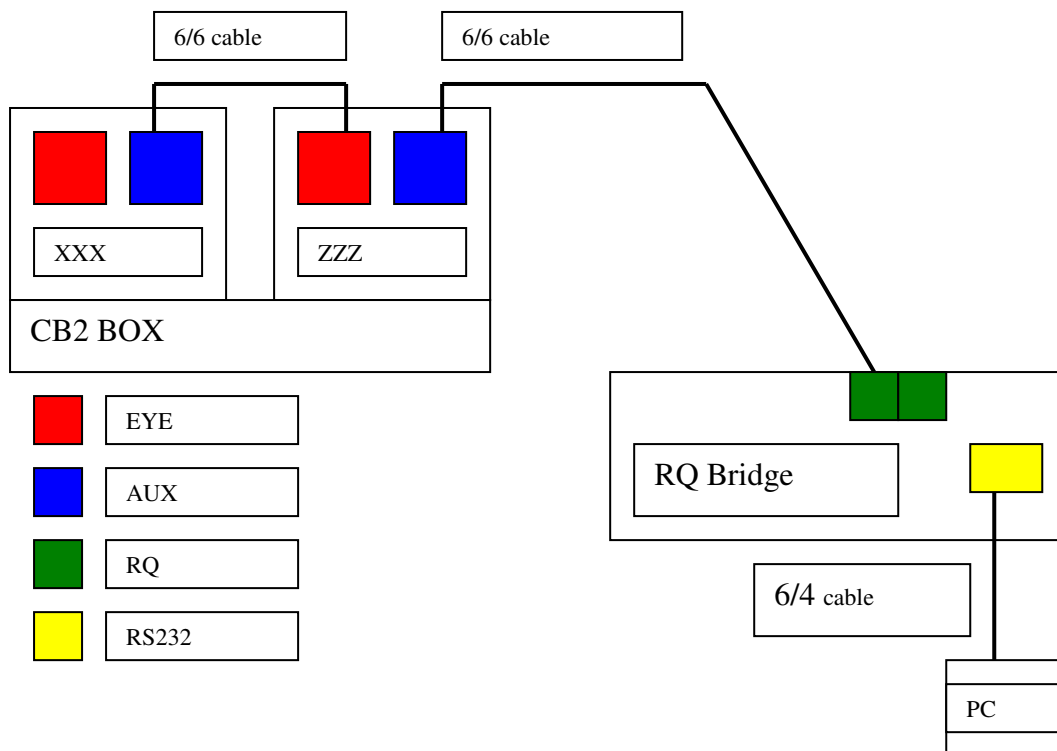
1. CB2 and CB1 (small box on sub-frame) contain 7/7 connection terminal. To connect both boxes use 7 core cable (6 + earth).

1	1	Core no. 1	1	1
2	2	Core no. 2	2	2
3	3	Core no. 3	3	3
4	4	Earth	4	4
5	5	Core no. 4	5	5
6	6	Core no. 5	6	6
7	7	Core no. 6	7	7

1 and 7 – neutral
 2 and 6 – MOT >
 3 and 5 – MOT <

! IMPORTANT! Don't change any connection RQ60AUMHG - terminal inside CB2 and motors – terminal inside CB1.

2. Check connection between RQ device 1 and 2 (RQ60AUMHG), CB2 box and RQ Bridge. Use 6/6 phone cable to connect them.



3. Use 6/4 phone cable to connect RQ Bridge with PC. You can choose between connection to COM port (using Adaptor RS232/RJ11) or USB port (using Adaptor RS232/RJ11 and Adaptor RS232/USB).
4. Serial Connection parameters:
 - 9600 baud 8N1 (8 data bits, no parity, 1 stop bit). No sync characters. Case matters everywhere.
 - Extended ASCII characters (0x80-0xFF) NOT allowed anywhere.
 - Flow control: X-on/X-off (change for NONE if needed)
5. Use **HYPERTERMINAL** (for Win2000, WinXP) or different software, for example [TERATERMINAL](#), (Windows Vista) to enter commands and to display responses from RQ devices.
6. RQ commands for TAM from **HYPERTERMINAL (TERATERMINAL)**

Command		Respond	
!000v?;	Query node addresses	!BR1B10;	Bridge address
		!XXXA10;	RQ60 address
		!ZZZa10;	RQ60 address
!XXXi;	Identify controller	0	Blink local led RED for 20 second
!ZZZi;	Identify controller	0	Blink local led RED for 20 second
!XXXo;	Open controller XXX	!XXX<99;	Before move
		!XXXr00;	After complete move
!XXXc;	Close controller XXX	!XXX>00;	Before move
		!XXXr99;	After complete move
!000o;	Open all	!XXX<99;!ZZZ<99;	Before move
		!XXXr00;!ZZZr00;	After complete move
!000c;	Close all	!XXX>00;!ZZZ>00;	Before move
		!XXXr99;!ZZZr99;	After complete move
!000pTC;	Calibration sequence	0	
!XXXm22;	Move controllers	!XXX<99;!XXXr22;	Before and after move
!ZZZm22;	to position 22%	!ZZZ>00;!ZZZr22;	Before and after move
!000m25;	Move all to 25%	!XXX>00;!ZZZ>00;	Before move
		!XXXr25;!ZZZr25;	After complete move
!XXXda22;	Define position 1/85 (a)	!XXXda22;	No action only memorize
!ZZZda22;		!ZZZda22;	No action only memorize
!000ga;	Activate position a	!XXX<99;!ZZZ<99;	Before move
		!XXXr22;!ZZZr22;	After complete move
!XXXdb25;	Define position 16/9 (b)	!XXXdb25;	No action only memorize
!ZZZdb25;		!ZZZdb25;	No action only memorize
!000gb;	Activate position b	!XXX<99;!ZZZ<99;	Before move
		!XXXr25;!ZZZr25;	After complete move

!XXXdc99;	Define position closed (c)	!XXXdc99;	No action only memorize
!ZZZdc99;		!ZZZdc99;	No action only memorize
!000gc;	Activate position c	!XXX>00;!ZZZ>00;	Before move
		!XXXr99;!ZZZr99;	After complete move