



AddMe Junior Quick Start Guide

1. Connect power. Apply +24VDC or 24VAC to the terminal marked “POWER” and common or ground the the terminal marked “GND”.

2. Connect a CAT5 cable between the RJ-45 jack on the top and your network switch or hub. You cannot connect directly to your PC unless you use a “crossover” cable.

3. The default IP address as shipped is 10.0.0.101. If your PC is not already on the 10.0.0.0 domain, you will need to add a route on your PC. Do this by opening a command prompt. First type “ipconfig” and note the IP address listed. This is your PC’s IP address. Now type the command

```
route add 10.0.0.0 mask 255.255.255.0 1.2.3.4
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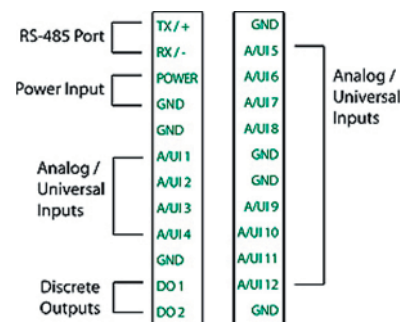
but substitute your PC’s IP address for 1.2.3.4.

This generally works on Windows XP, but sometimes fails on Windows 2000 or older. If this fails, you will need to temporarily change your computer’s IP address to a fixed address that starts with 10.0.0. and ends with anything but 101.

4. Open your browser, and enter “http://10.0.0.101/” in the address window. You should see a page with the “i.CanDoIt” header shown above. From this point, you will find help on each page in the web site contained within the product. You can change the IP address on the System -> Setup -> Network page.

5. The default login is user name “system” with password “admin”. You can also log in as “root” using password “buster”.

6. Be sure to save any configuration changes you made on the System -> Setup -> Config File page



Click the Hardware Guide link on the index page for wiring information.



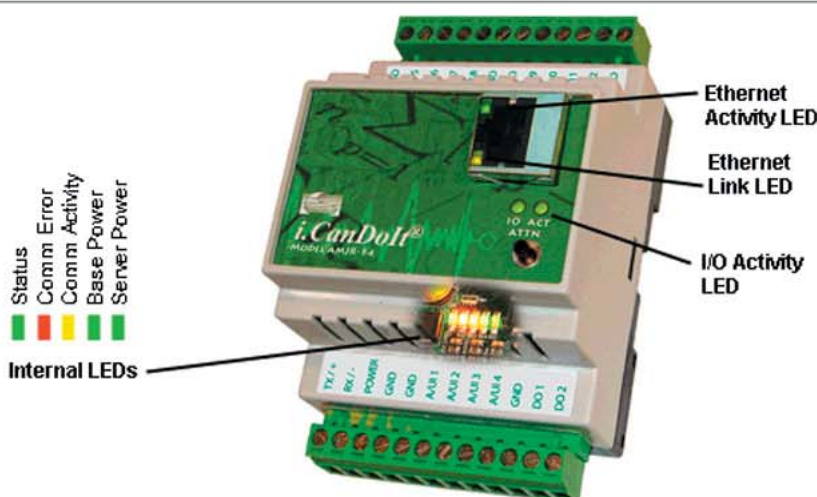
NOTE: If the yellow Link LED is not on, check your cable connections. It should be on any time power is applied and an Ethernet connection is present.

The server takes 1-2 minutes to boot up after power is applied. The two green LEDs just above the push button will be on (flickering) if the server is ready for browser activity.



- I/O Devices
- IP Network
- System
- Advanced

Click on any tab above to log in.



Modbus RTU or BACnet MS/TP These may be viewed through the vent holes in the cover.	Status	Green LED, on with brief flickers off at a 1-second rate, indicates I/O processor is running.
	Comm Activity	Yellow LED flashes each time a packet is successfully received on the RS-485 network. This LED will not flash if unrecognized communication is received. Yellow LED also flashes each time a packet is sent out on the RS-485 network line.
	Comm Error	Red LED flashes any time a request to an external device times out (no response), or the response from the remote device contained an error (such as CRC error).
	Base Power	Green LED indicates power is present independent of any processor activity. This indicator is on the secondary side of the internal DC/DC converter. If power is present at the input terminals but this LED does not light, there is a hardware fault.
	Server Power	Green LED indicates server power is present independent of any processor activity. The base power is further regulated to produce server power. Base power must be present before server power can be present.
Ethernet	(link)	Yellow LED indicates an Ethernet link is present. This indicator will light if a link is present regardless of processor or network activity. If not lit, check network wiring.
	(activity)	Green LED is on solid during portions of the boot-up process, and then flashes briefly when Ethernet network traffic is detected.
I/O Activity	IO	Green LED flickers rapidly indicating communication between the web server and I/O processor.
	ACT	Green/Yellow bi-color LED is on solid green most of the time, with rapid brief flickers of yellow and brief flashes off indicating activity within the web server.
Push Button	-	This is a soft button which is unused in AddMe Junior.