

Tracker[™] Controller and PC Workstation Ethernet Instructions

These instructions enable you to set up a Tracker Version 12 controller (BMTK) with an Ethernet card and a PC workstation with Tracker PC software to communicate over a dedicated or shared LAN.

Currently, there are three Tracker models: 12, 24, and water source heat pump (WSHP). Each model can be ordered with an Ethernet communication card.

Note: The package does not include a 10/100BT Cat5E patch cable.

Network data port

The customer must provide two data ports: one located near the Tracker controller and the other located near the Tracker PC Workstation. The customer must also provide the 10/100BT Cat5E patch cables for connecting the controller main module LAN port (Figure 1) and the PC Workstation to the customer Ethernet network.



Figure 1. Tracker controller components

Required information for network setup

To complete the network installation, several pieces of information are required. The information is accessible from the Information Services (IS)/ Information Technology (IT) representative administering the network on which the Tracker resides. Gather the following information:

DHCP____(Enable or Disable)___

Note: Dynamic Host Control Protocol (DHCP) can be set to Enable or Disable (Default). Discuss this option with an IS/IT representative. Enabling DHCP allows the host server to randomly change the Tracker LAN/IP address. Disabling the DHCP allows the Tracker controller to be assigned a permanent LAN/IP address.

IP address______
Subnet mask

Default gateway___

UDP port number____

Note: The user datagram protocol (UDP) port number is 55110 by default. If the default cannot be used, indicate the preferred UDP port number.

Tracker controller Ethernet network setup instructions

Use the touchscreen to log the data gathered above:

- 1. At the home screen, press the Advanced button.
- 2. Press the Tracker Setup button.
- 3. Scroll to the Tracker Network Setup button.
- 4. Press the Tracker Network Setup button.
- 5. Type the information gathered above in the appropriate fields.
- Note: The default UDP Port Number is 55110. You must change it if multiple networked Tracker controllers reside on the same subnet. The UDP port number of the Tracker controller must match the UDP port number referenced by the PC workstation.
- **Note**: If DHCP is enabled, Tracker LAN addresses setup is not necessary. The network will automatically assign the IP address, subnet mask, and default gateway.

Tracker PC software Ethernet network setup instructions

From a Tracker PC Workstation with network access and currently logged into the network, install and launch the Tracker Version 12 PC software.

- 1. Select Ethernet Connect from the connect tree. A dialog box appears.
- 2. Type data in the dialog box as follows:

Name:	The logical title or name of the site or location
IP Address:	The IP address exactly as it appears in the Tracker controller
Subnet Mask:	The subnet mask exactly as it appears in the Tracker controller
Group (Optional):	The group title or name, if applicable
Save Data:	Check box to save connection data

If multiple Tracker controllers reside on the same subnet, each controller must have a unique UDP port number. The PC software references the port number when the software establishes a connection.

After launching the Tracker PC software, but before establishing a new or saved connection, ensure that the Tracker PC software is set up to communicate on a UDP port number that matches the Tracker controller port number.

Note: The default UDP Port Number is 55110. You must change it if multiple networked Tracker controllers reside on the same subnet. The UDP port number referenced by the Tracker PC Workstation must match the UDP port number of the controller.

If you need to change the Tracker PC software UDP port:

- 1. At the menu click Setup.
- 2. Click Ethernet Setup.
- 3. At the UDP Port field, type the UDP port number of the Tracker controller to which you want to connect.
- **Note**: You will be prompted to reboot the PC software to activate the change.