Overview

This document contains a brief description of the SkyCentrics *Super SkyBox* functionality and provides instructions for getting started. Please contact SkyCentrics if you have any questions while working through this guide.

The *Super SkyBox* is designed to operate as a gateway enabling seamless data collection and control-logic execution for various Building Automation (BAS) and Building Management (BMS) systems (including at the equipment level) using protocols such as BACnet and Modbus.

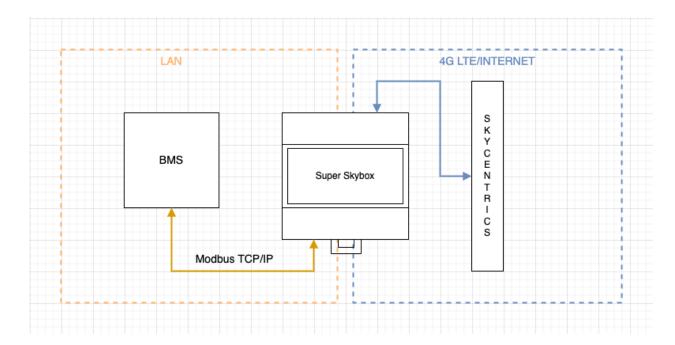
Installation

To connect the *Super SkyBox* to a local network, simply (1) mount the device in a utility closet or network cabinet, (2) connect it to a network switch using a Cat6 Ethernet cable, and (3) power it on with the provided power supply. Both *red* and *green* LEDs should turn on and start blinking.

By default, the *Super SkyBox* obtains an IP address from the local DHCP server. The *S/N* serial number on the label specifies its MAC address which can be used to identify it on the network.

NOTE: Please adjust firewall settings to allow the *Super Skybox* to obtain an IP address from the local DHCP server and allow traffic on port *502* to connect to the BMS via Modbus.

Upon power-up, the *Super SkyBox* establishes an encrypted connection over the *4G LTE network* to the SkyCentrics servers to enable secure, bidirectional communication for transmitting data and receiving control signals. A typical connection diagram is shown below.



Alternatively, an off the shelf commercially available RS-485 to Ethernet adapter such as <u>Waveshare RS485 TO ETH(B)</u> (there is also a PoE version available) can be used when the Ethernet connection to the BMS is not immediately available or when RS-485 is preferred.

To confirm the *Super SkyBox* is connected to the SkyCentrics cloud, log in to the SkyCentrics platform with your credentials, navigate to the device overview tab and verify that it is shown as online. Please note that reported telemetry points may differ from those shown below.

