

Instructions on how to add the CAL-PM-LAN router in the CAL-PM-X device and how to connect it

Introduction

Below in the document are instructions on how to mount the CAL-PM-LAN router and connect it to the CAL-EDGE-0 device and the PLC. With this configuration the CAL-EDGE-0 doesn`t need the antenna.

The package includes:

- InHand IR305-S router with prewired power supply wires;
- Ethernet cable;



Mounting and connecting router in the CAL-PM-X device

Before mounting the router in the CAL-PM device it should be powered off. To do that you need to switch off the circuit breakers. Take the CAL-PM-LAN router and mount it on the DIN rail of the CAL-PM device, next to the CAL-EDGE-0 device.

Below is an example on how the CAL-PM device looks when the router hasn't been mounted yet.





The router is supplied with 24VDC, so to power it, the red wire needs to be connected to a 24VDC terminal from the terminal block and the black wire needs to be connected to 0VDC terminal from the terminal block like shown in the photo.



Once the power supply wires have been connected, you need to connect the CAL-EDGE-0 device and the PLC to the router. The Ethernet ports on the router are labeled like shown in the photo below.



The CAL-EDGE-0 device should be connected to the port labeled LAN1.



The PLC (it's essential to use port X101) should be connected to the port labeled **LAN2**. The HMI stays connected to the port X102 of the PLC like it has been already prepared. The final device (without the use of WAN port) should look like in the photo below.



The **WAN port** is reserved for the customer's network so the CAL-EDGE-0 device can access the Internet. So it is essential to connect that Ethernet cable in the WAN port.

After the devices have been connected like shown in this document, the circuit breakers can be switched on and the CAL-PM device continues to work like before.

If you encounter any difficulties you can contact the CALMS support team.

In that case a serial number of the device is required.