Best Practices

January 19, 2018 | The Langham Luxury Hotel, Chicago, IL

Welcome and Introductions

Todays agenda will include:

New and updated products~
- ConnectLite App
- BAC-5901 Expanded memory
- CAN-5902 IO Expansion 16 Input
- BAC-5051E Router
- KMD-5551E Translator

Connect ~
- Schedule BacNet backups
- Compare

Converge~
- Niagara compatability mode
- Fingerprinting
- GFX

Welcome and Introductions

Our goal today is to..

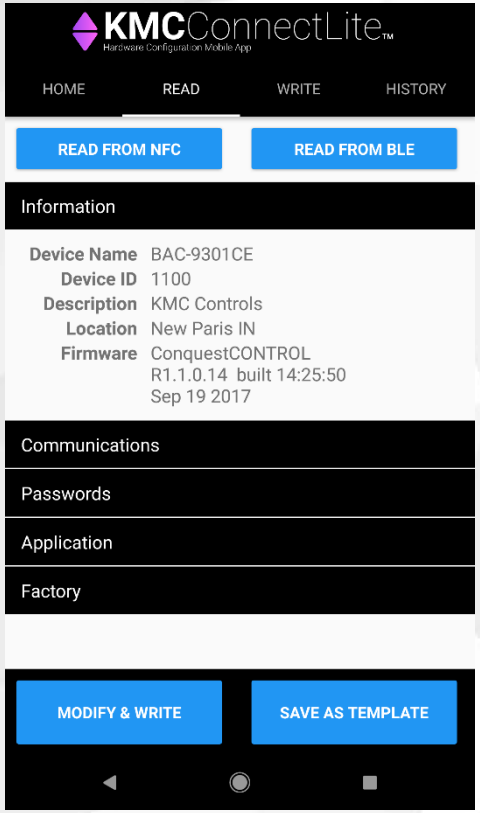
- Demonstrate how we would set up a small job
- Setup our BAC-9001 controllers using the ConnectLite App
- Deploy a custom application to our BAC-5901 controller
- Deploy a standard application from our library to the BAC-9001 and the BAC-9301 controllers
- Audit our job
- Discover the controllers in Niagara and bring in points using the fingerprint function in Converge
- Make a mobile graphic using GFX

KMD-5551E

- Gateway between BACnet and KMDigital networks
- Browser configuration
- Diagnostic and status displays
- Automatically learns networks and configures routing for the discovered BACnet networks

ConnectLite

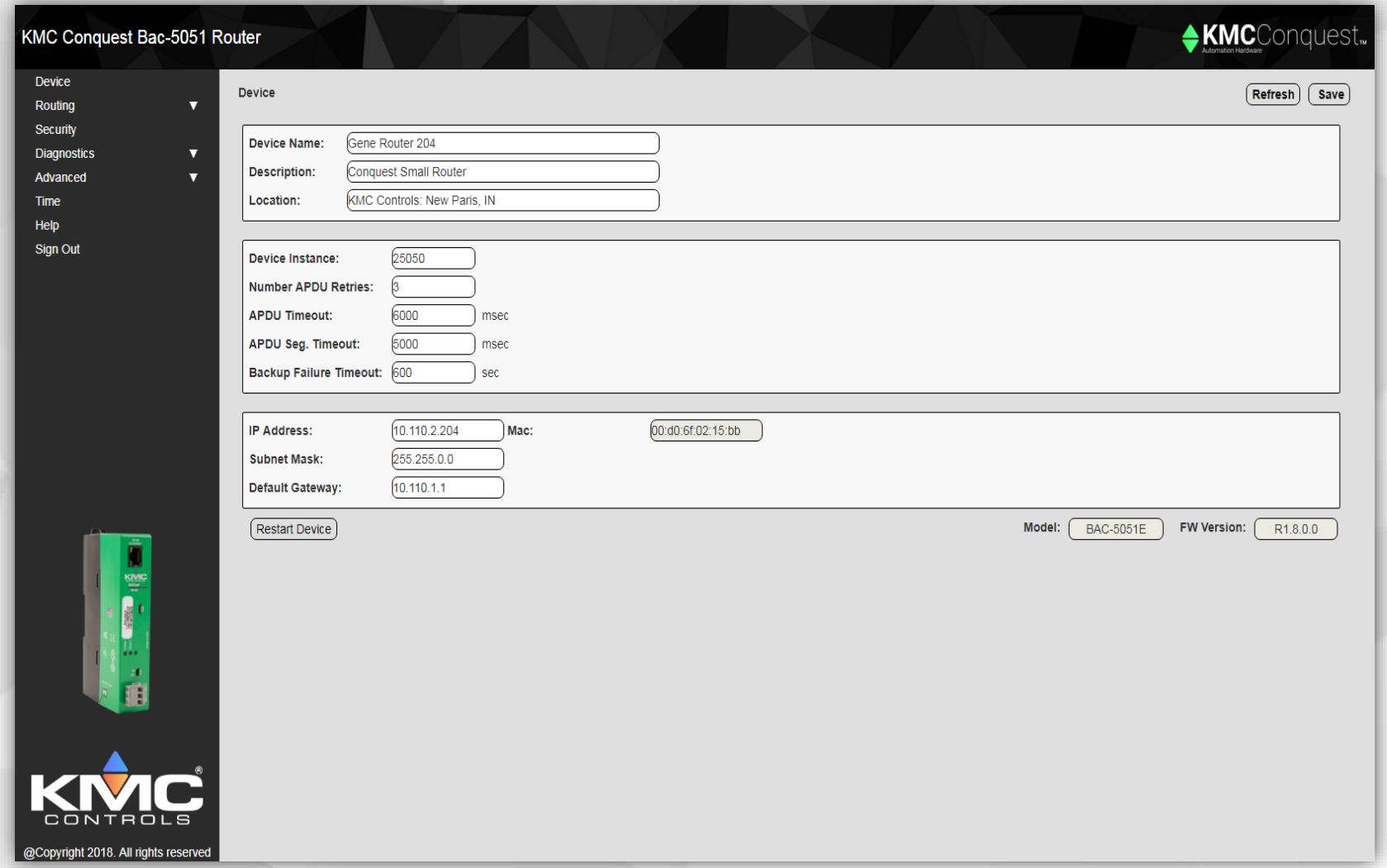
- Brighter Screens
- Easier to read
- Same functionality



CONNECTLITE DEMO

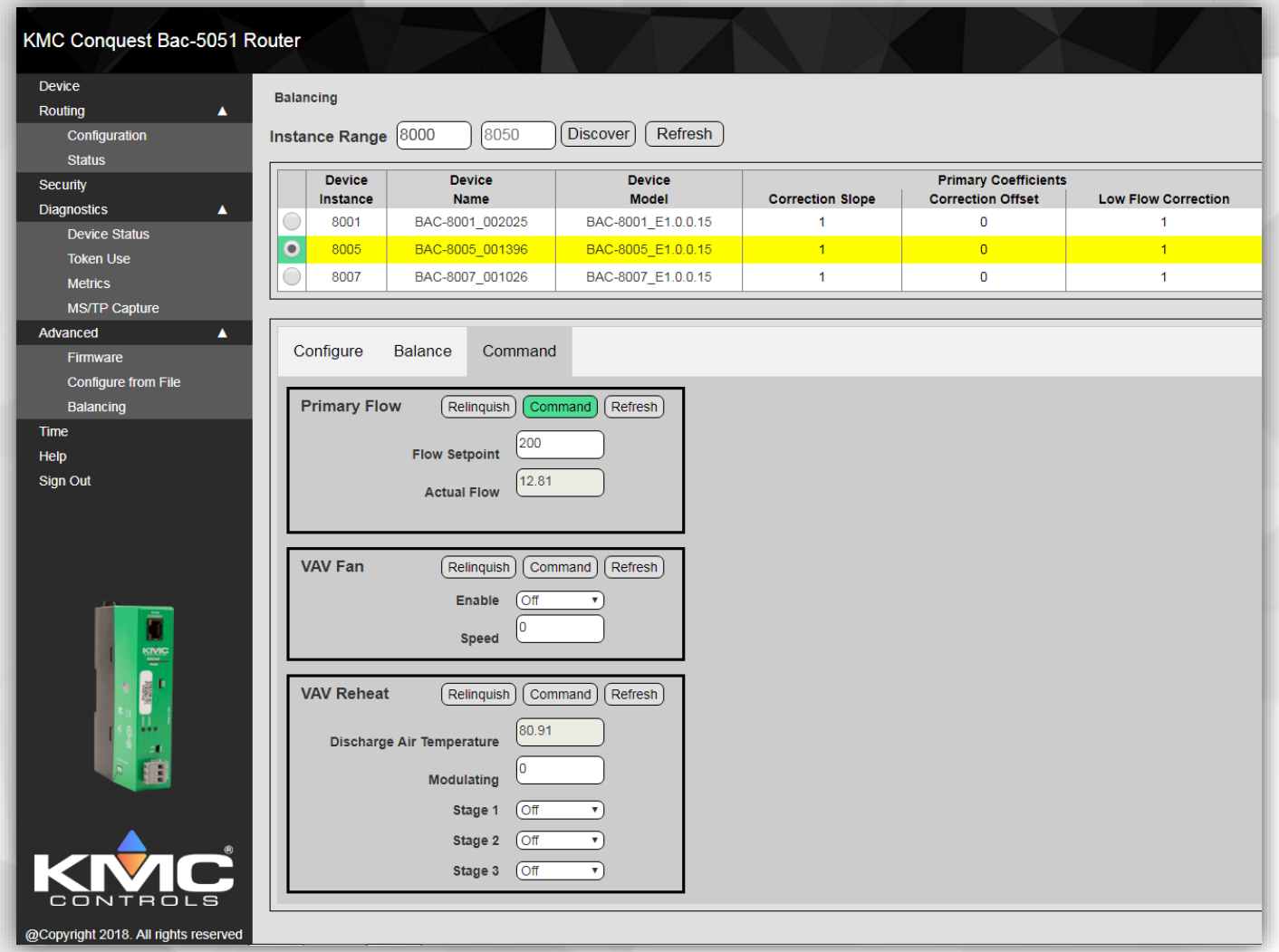
BAC-5051E Router

- New look
- Diagnostics
- VAV Balance with overrides
- MSTP Capture



BAC-5051E Router

- VAV Balance with overrides

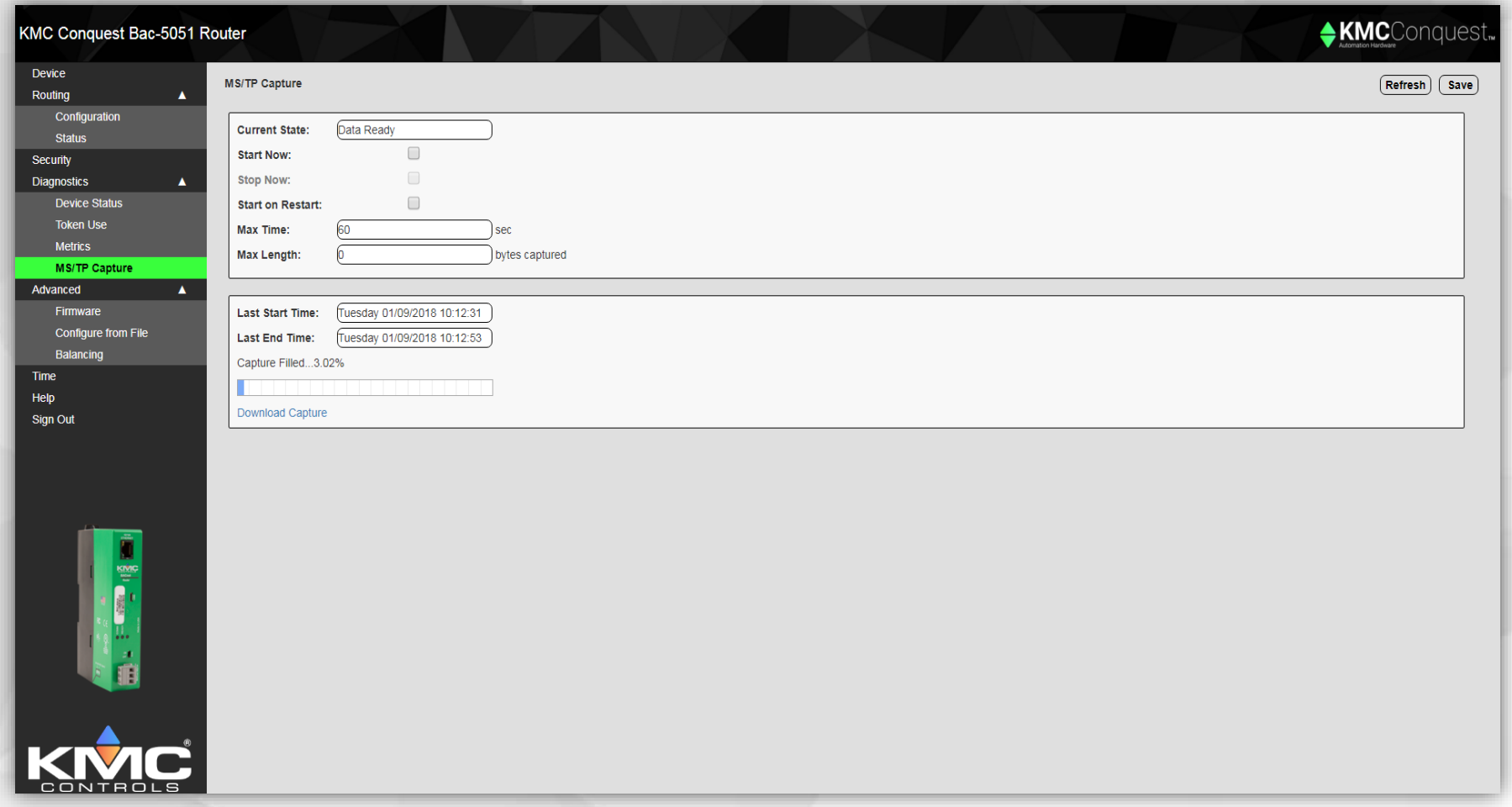


BAC-5051E Router

- Diagnostics

BAC-5051E Router

- MSTP Capture



BAC-5051E ROUTER DEMO

BAC-5901

- Expanded Memory

General Purpose Controller Number of Objects		
Object Type	**2 MByte**	**4 MByte**
Device	1	1
File	180	300
Inputs (Accumulator + Analog + Binary)	42	42
Outputs (Analog + Binary)	40	40
Analog Value	120	300
Binary Value	80	300
Multi-State Value	40	100
Calendar	1	10
Event Enrollment	40	100
Loop	10	50
Notification Class	5	20
Program	10	30
Schedule	2	20
Trend Log	20	40
Trend Log Multiple	4	20
Digital Sensor	8	8
Expansion I/O	4	4
**Input Tables	4	20
**CB Tables	4	20

CAN-5902

- New expansion module
- 16 inputs (no outputs)

End of first session…

Game Code FWX767

Connect

We are going to…

- Schedule BACnet backups
- Perform an *Audit* and discuss that feature
- Show you what the *Compare* feature can be used for
- Discuss *Niagara Compatibility Mode*

Converge

We are going to…

- Show you how Fingerprinting works
- Configure points
- Look at the block programming
- Create mobile graphics using GFX

Q & A

Thank you!

Gamification Code: 3QL5FD