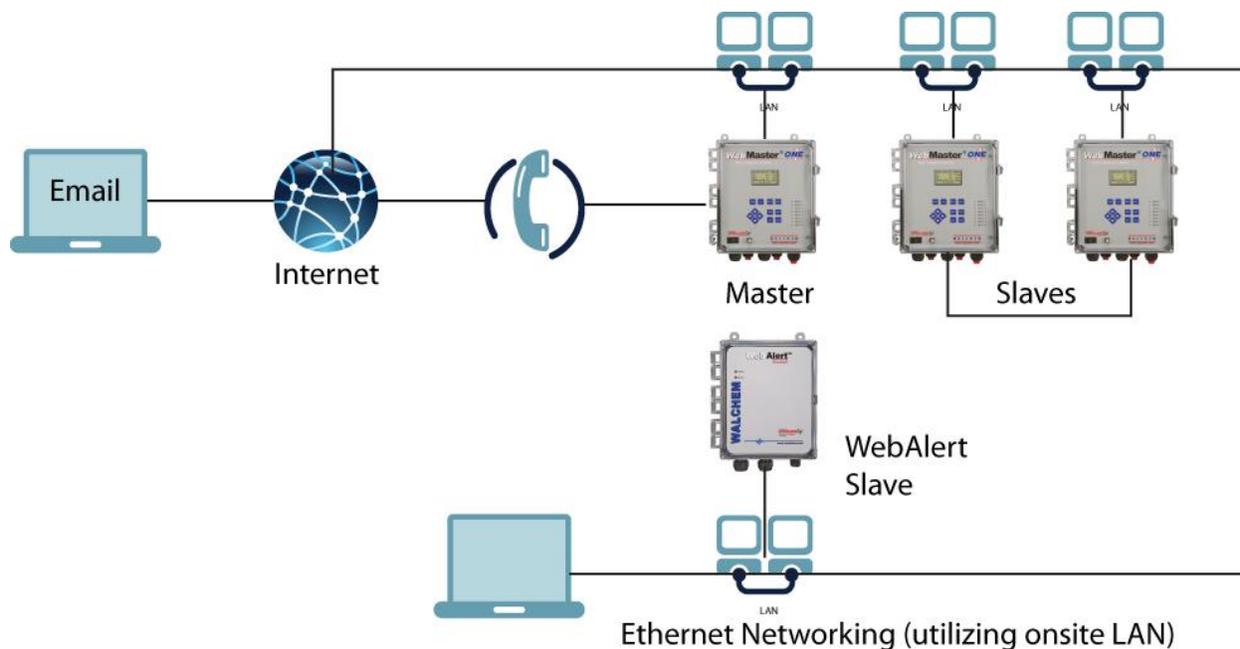




Webmaster: Networking 2 or more WebMasters using the optional Master capability key

Note: The Master capability is an option that must be purchased when ordering the WebMaster or may be added afterwards by ordering the "key" to activate the feature.

Setting up:



1. If you're setting up a network with 2 or more controllers that are not on the customer's LAN, here's an easy way to program the Ethernet (LAN) settings.
2. Set the IP address of the Master to 10.0.100.29 (this is the factory default- you should not have to change it). The subnet mask should be 255.255.254.0. The gateway should be its own IP address (10.0.100.29).
3. For the Slaves, set the IP address as one above the address of the Master. For example, the first Slave should be 10.0.100.30 (one above than 10.0.100.29). Each subsequent Slave will be one above the previous Slave (in this example, the second slave would be .31, the third would be .32 and so on). All controllers, Master and Slaves will have the same subnet mask (255.255.254.0) and the same gateway as the Master.
4. In the Ethernet (LAN) settings, the default configuration of the WebMaster is independent. You must remember to program the Master WebMaster as Master, and each Slave as a Slave. The controllers will need to be restarted to save these settings.



5. If you're setting a Master-Slave network where the WebMasters are on the customer's LAN, then the IP address, subnet mask and gateway must all be compatible with the customer's network. This information comes from the LAN's IT administrator. Note that the gateway must be filled in for the sub network to function properly. If the IT administrator does not supply you with one, sometimes using the master's IP address will work.
6. In some installations, it can be difficult to obtain an IP address for WebMasters that are installed on a customer's LAN. Keep in mind that Webmasters now support DHCP, which means they can be automatically assigned an IP address by the network. To utilize this feature, enable DHCP on the communications page, set the Master/Slave configurations, cycle power to the WebMasters, and all the controllers should be on the LAN. Use the keypad or the USB connection to find out the IP addresses that have been assigned to the WebMasters.
7. Remember to change the Networking Settings on the Communications page for each WebMaster on the Network! The default is Independent.

Ethernet (LAN)		
Enable DHCP:	<input type="radio"/> Enabled <input checked="" type="radio"/> Disabled	
Ethernet IP Address:	10.0.100.22	Requires restart to take effect.
Ethernet IP Netmask:	255.255.254.0	Requires restart to take effect.
Default Gateway:	10.0.100.7	Requires restart to take effect.
Network Mode:	Master	Requires restart to take effect.

8. Above, Master is selected for the controller with the Master code. After you select the network mode, click "Submit", and then restart the controllers.

Troubleshooting:

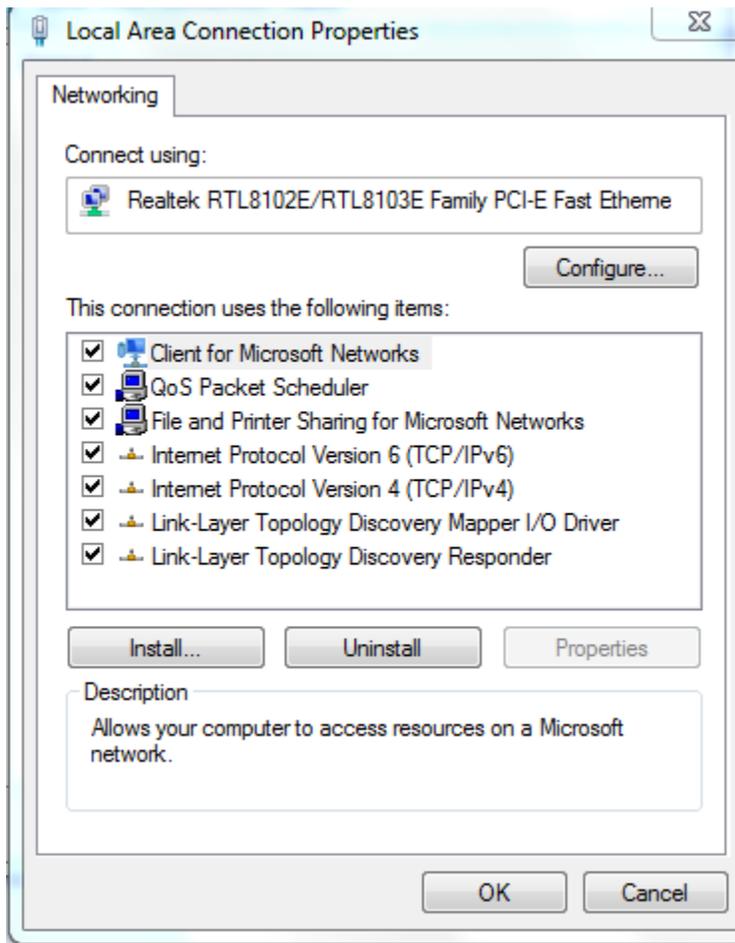
If you cannot detect the Slaves from the Master Webmaster:

Possible Cause	Solution
Master capability not activated	Go to the Communications page, and check under "Ethernet LAN".
Networking Master option not activated	Order the Networking Master activation code from your Walchem distributor
Slaves not set as slaves	On the Communications page, under "Ethernet LAN", SLAVE should be selected.
Power not cycled after setting	Cycle power to all of the controllers in the Network.
Faulty hub, Hub not powered	Make sure that the Hub, if used, is plugged in, and is working properly.



Ethernet cable faulty, not connected	Try a different Ethernet cable
Gateways, IP addresses are incorrect	The Gateway for the Master should never be blank. If you don't have a valid Gateway address, use the IP address of the Master for its own Gateway. The Gateway for the Slaves should be the IP address of the Master.
IP settings are incorrect	The Master and Slaves should all have individual IP addresses. These should be one digit away from one another. For example, 10.0.100.1, 10.0.100.2, etc.

You can further troubleshoot by trying to connect to one of the slaves using your computer:



- Connect to one of the slaves using your computer and an Ethernet cross-over cable. Change the settings on your LAN connection by going to Network Connections, and choose the LAN connection (usually LAN 1). Right-click, and choose "Properties". Once in the Properties, select TCP-IP, and click "Properties" again.
- Once in this screen, click "Use the following IP address". Type in the same IP address and Subnet mask that the Master has. Then, open your browser, and type the IP address of the Slave.



To ping your server by IP address: From your computer's Command prompt, type ping <WebMaster IP Address>

- You receive 4 replies from the WebMaster that include the IP address of the WebMaster, which indicates that the controller is responding to network requests.
- You receive an error message such as Request timed out or Unknown host.
- If you receive an error message, the WebMaster is not responding. Check the IP address of the controller using the keypad. If it's correct, the Ethernet jack may be faulty or the Core Interface board should be replaced.