



# P.I.E. Application Note

## Using P.I.E. to communicate to a single controller

This application note will explain how to configure a controller and a PC using the P.I.E. program using Windows 2000.

### Required hardware

- Controller with Ethernet option
- PC with Ethernet card installed and PIE Software
- Ethernet controller option
- Ethernet Hub/Switch with a straight-through cable or a crossover cable

Make sure the PC and the controller have a unique static TCP/IP address allocated. These addresses must both be on the same subnet address.

### **Step 1.**      **Wiring**

Option A: Connect the UDC to an Ethernet Hub/Switch utilizing a straight-through cable.

Option B: Connect the UDC to a PC utilizing a crossover cable

### **Step 2.**      ***Check controller Ethernet IP address***

The default controller Ethernet IP address from the factory is:

IP address 10.0.0.2  
Subnet Mask 255.255.255.0  
Default Gateway 0.0.0.0

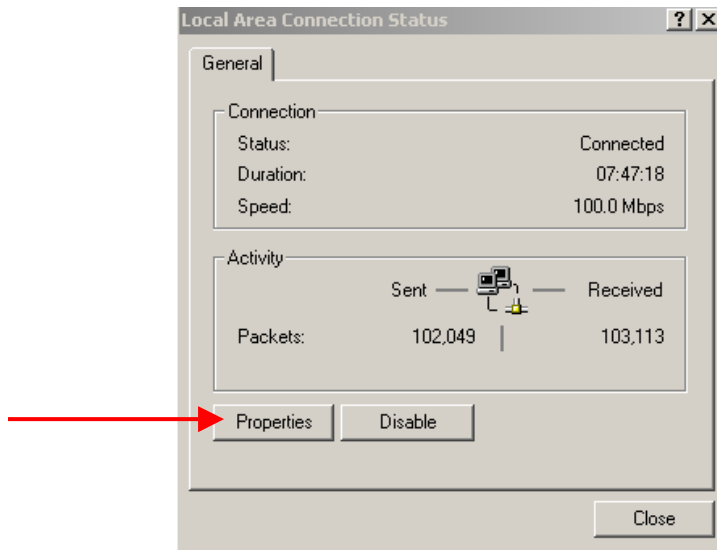
### **Step 3.**      ***Setting IP address on PC***

- a) Go to the Windows Start menu.
- b) Select Settings
- c) Select Network and Dial-Up Connections
- d) Select Local Area Network

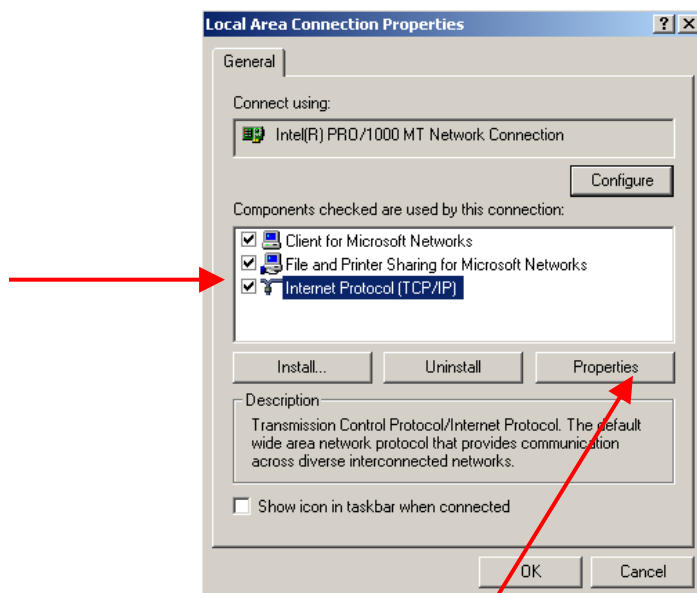


# P.I.E. Application Note

e) Select Properties



f) Highlight Internet Protocol (TCP/IP)

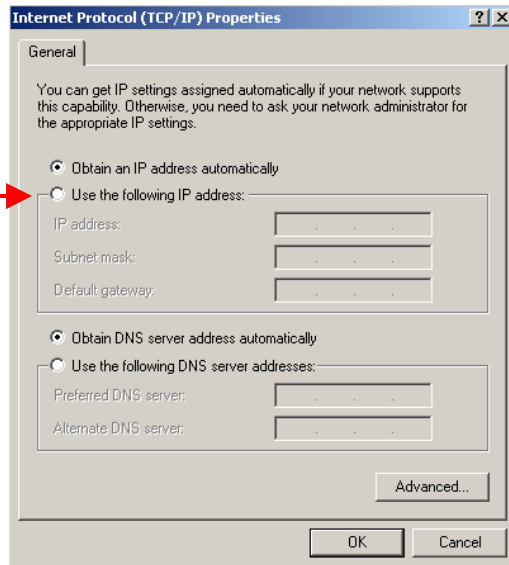


g) Select Properties

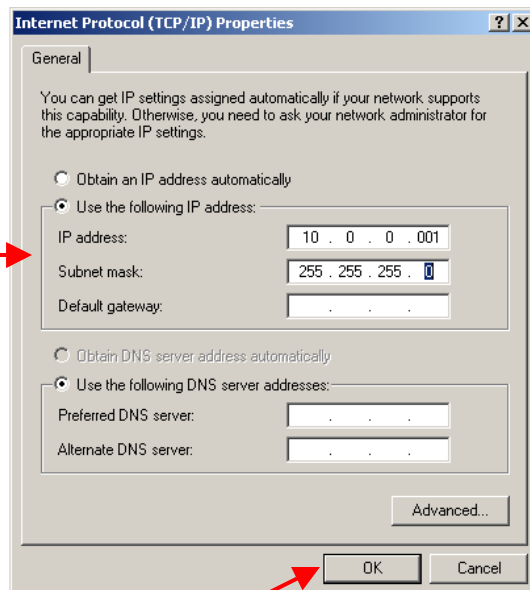


# P.I.E. Application Note

h) Select “Use the following IP address”



i) Set the IP address to 10.0.0.1  
Default Subnet mask to 255.255.255.0  
Then select Ok

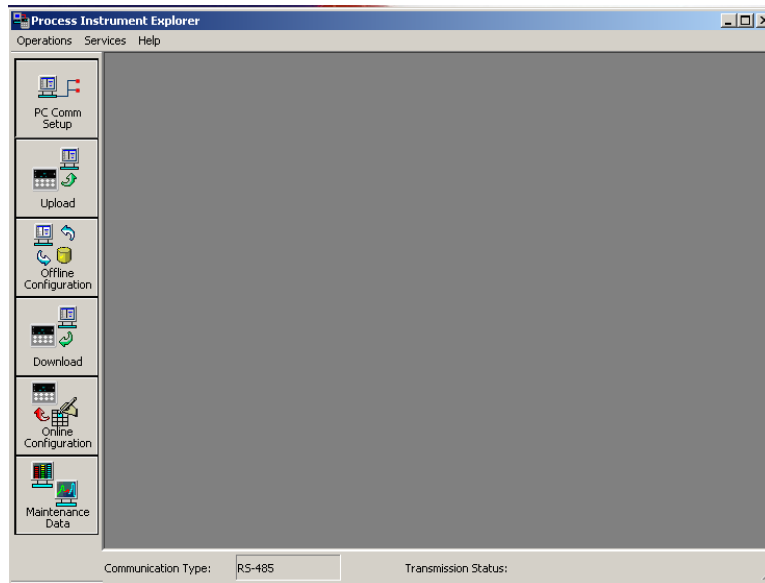


j) Select Ok to close all open windows.

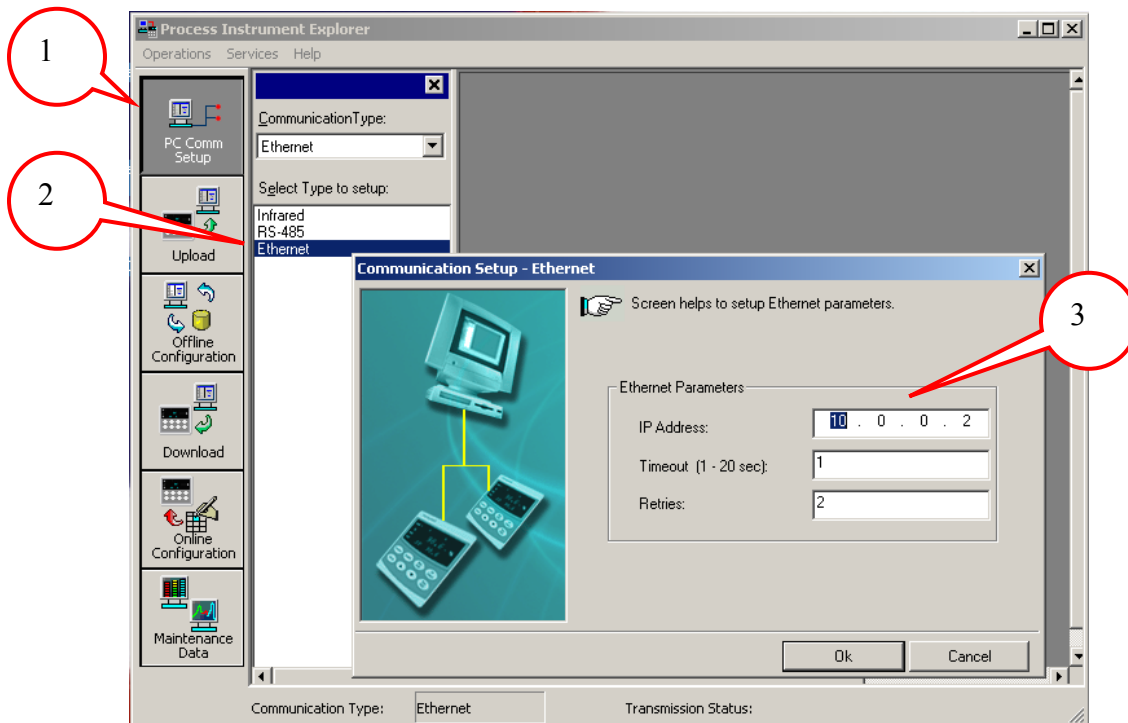


# P.I.E. Application Note

**Step 4.** *Start P.I.E. software on PC.*



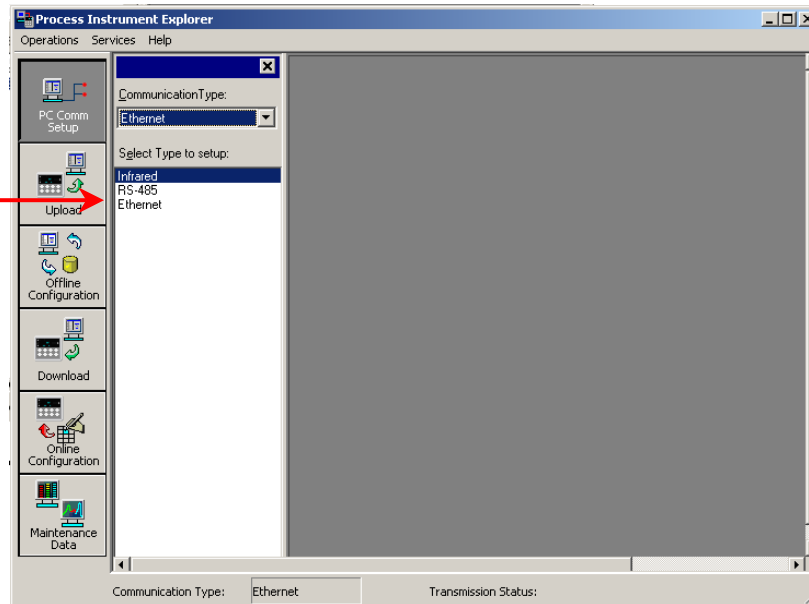
**Step 5.** *Select PC Comm Setup, then set IP Ethernet address of controller to 10.0.0.2*





# P.I.E. Application Note

**Step 6.** *Set Communication Type to Ethernet.*



**Step 7.** *Verify that the IR Enable prompt in the Communications group of the controller is set to Enab.*

**Step 8.** *Press the Lower Display key on the controller.*

**Step 9.** *Select On-Line configuration, then Start.*

