

The BACnet Integration Module enables RF Code's Sensor Manager and Asset Manager applications to publish sensor information via the BACnet/IP protocol.

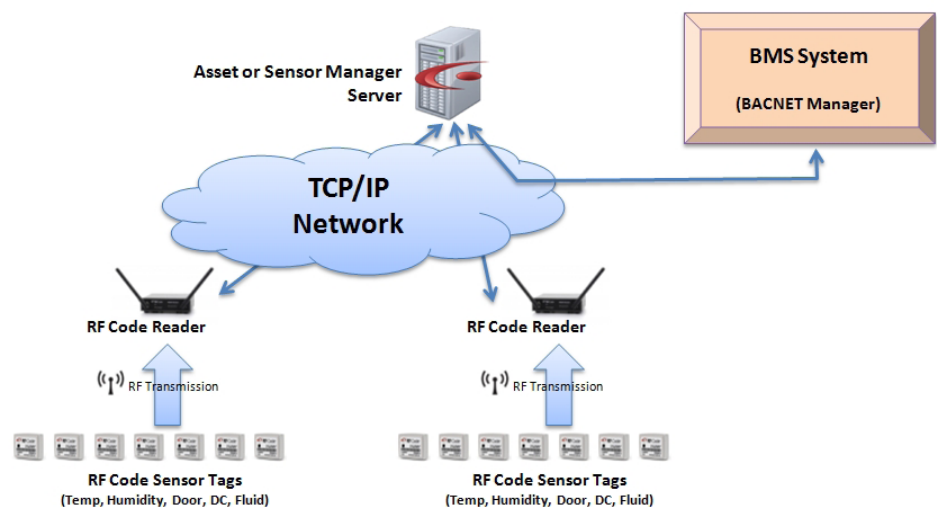
Features & Benefits

- ◆ *Works with Asset Manager and Sensor Manager*
- ◆ *Software definable BACnet Slave Devices*
- ◆ *Fully BACnet/IP compliant*
- ◆ *Compatible with most Building Management Systems*

The BACnet Integration Module for Asset Manager and Sensor Manager, a separately purchasable item that is available from RF Code and RF Code resellers, allows any BACnet/IP compliant application to consume RF Code sensor information. Through the use of the BACnet/IP protocol, all RF Code wire-free sensor information -- such as temperature, humidity, door position, dry contact and fluid detection -- can be easily utilized by BACnet applications. The BACnet Integration Module creates one or more Slave Devices which are accessible via the TCP/IP protocol.

Once installed, the Sensor Manager or Asset Manager administrator uses the simple BACnet Integration Module configuration panels to setup and publish specific sensor information. BACnet Integration Module configuration enables setup and customization of the following:

- BACnet Slave Server:
 - Global enable or disable
 - TCP/IP port number
- BACnet Slave Devices:
 - Creation and configuration of one or more slave devices
 - Selection of attributes from Sensor Manager or Asset Manager that will be associated to the slave devices
 - User-defined filtering capabilities that controls specific groups or sets of attributes that will be published
- BACnet Slave Addresses:
 - Provides an address mapping table that specifies RF Code sensor value/BACnet ID mapping information for easy configuration in consuming BACnet applications
 - Enables easy exporting of the BACnet Slave Addresses to popular formats such as XML, CSV and PDF



RF Code BACnet Integration Module Specifications

- The BACnet Integration Module requires Asset Manager or Sensor Manager version 2.3 or higher.

BACnet Integration Module Screen Shots

