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# Introduction

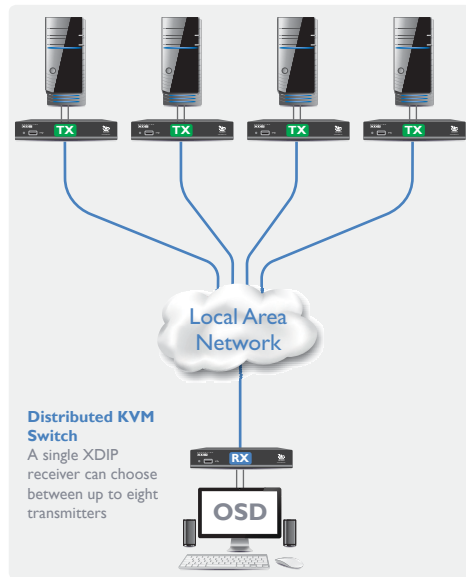


## WELCOME

Thank you for choosing the AdderLink XDIP extender nodes. At their simplest, AdderLink XDIPs are high resolution, low latency digital KVM extenders which will operate just as easily across a direct 100 meter CATx connection as they will across your standard 1 GbE local network. However, there's much more to them than that.

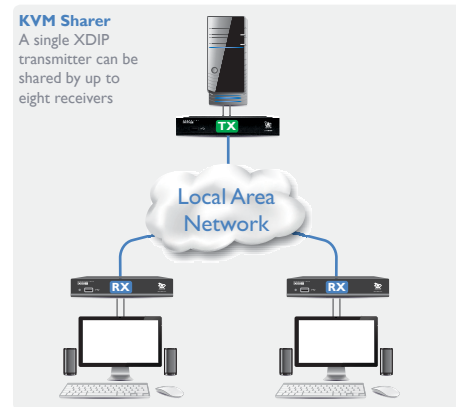
### Many hosts, one console

XDIPs can form what might be termed a *Distributed KVM switch*, where you authorize a single XDIP receiver to access up to eight separate XDIP transmitters and their connected PC host systems:



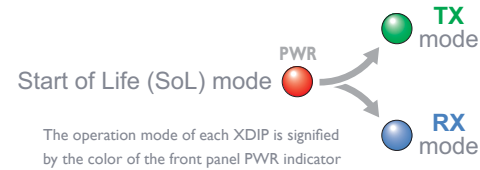
### Multiple consoles, one host

Alternatively, a different grouping of XDIPs can form a 'KVM Sharer' to allow up to eight receivers to access and control the resources of a single PC host system:



### Transmitter or receiver? Your call

Every XDIP node arrives in *Start of Life* (SoL) mode: it's up to you to choose whether it becomes a transmitter or a receiver. This ensures that your small stock of nodes can efficiently meet your current requirements - and then be easily redistributed, in any order, to satisfy future issues too.



### All HD video welcome

HDMI is the native video port on each node, however, using suitable third party converters you can connect DVI, dual-mode DisplayPort (DP++) or VGA signals at either end of the links:

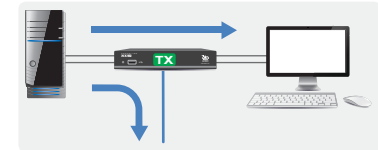


### Power to perform: POE or adapter

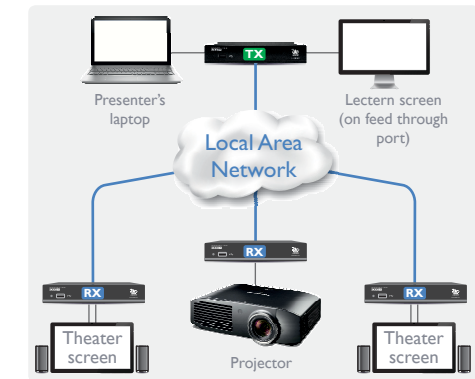
Efficiency is key to XDIP operation, sufficiently so that each node can comfortably function using only the Power over Ethernet (PoE) capabilities of your network. Where that's not an option, we also supply optional power adapters for local mains operation.

### Feed through for flexibility

Every XDIP node features a *Feed through* port. This allows you to add a local console that can access both nearby and distant resources. When the local console is placed on an XDIP receiver, it will operate as its own KVM switch. Alternatively, when the local console is attached to an XDIP transmitter, it will also act as a video splitter:

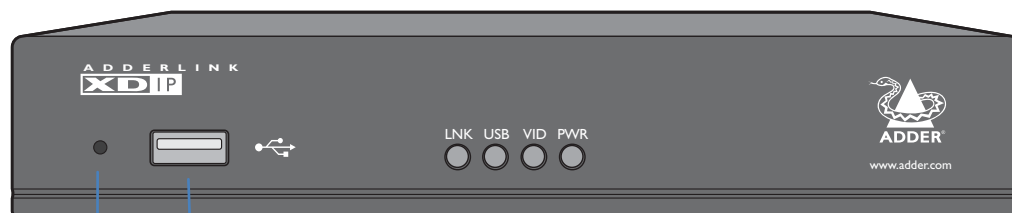


A combined application of the *Feed through* and *KVM sharer* features could be used, for instance, to serve a lecture theater:



## ADDERLINK XDIP FEATURES

AdderLink XDIP nodes are contained within slimline metal casings measuring just 169 x 112 x 31mm.



### Recessed reset button

See "Restoring a node" on page 19.

### USB port

Available for console use on receiver and transmitter nodes.

### Status indicators

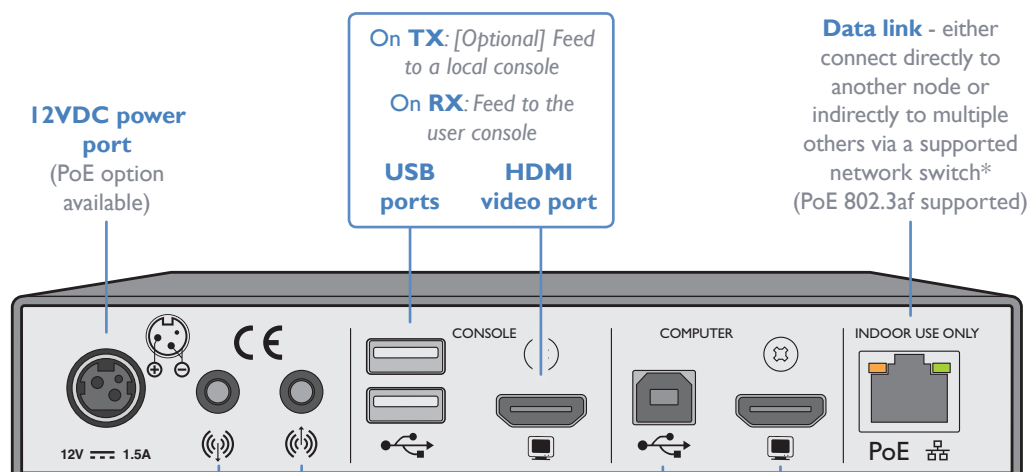
These provide visual confirmation of various system functions. See [Indicators](#) for further details.

**LNK** - indicates the presence of a valid data link.

**USB** and **VID** - indicate active USB and video connections.

**PWR** - indicates the presence of input power (the color also indicates overall mode:

**TX**: Green, **RX**: Blue, **Start of Life**: Red, **Recovery mode**: Yellow).



### 12VDC power port

(PoE option available)

On **TX**: [Optional] Feed to a local console

On **RX**: Feed to the user console

**USB ports**

**HDMI video port**

**Data link** - either connect directly to another node or indirectly to multiple others via a supported network switch\* (PoE 802.3af supported)

Audio line out jack

Audio line in jack

**USB port**

**HDMI video port**

On **TX**: Link to the main computer

On **RX**: [Optional] Link to a local computer

\* The network switch used must:

- Support 1Gb transfer rates.
- Support [IGMP](#) (Internet Group Management Protocol) to at least level 2 (preferably level 3).
- Have *IGMP Fast Leave* and *IGMP Snooping* enabled.

INSTALLATION

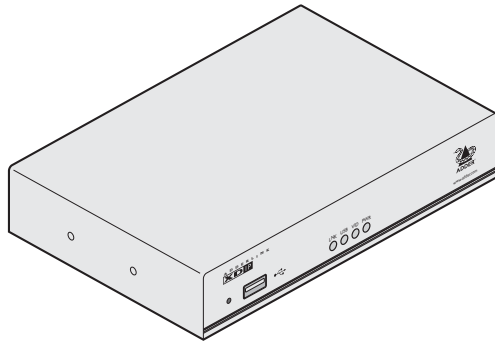
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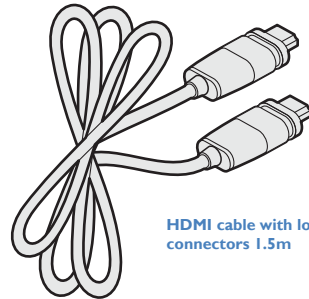
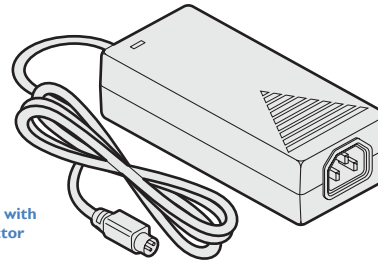
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## SUPPLIED ITEMS (per node)

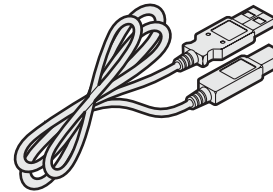


AdderLink XDIP node

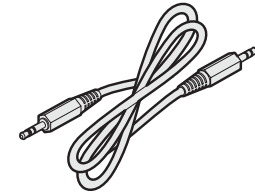
Power adapter with  
locking connector



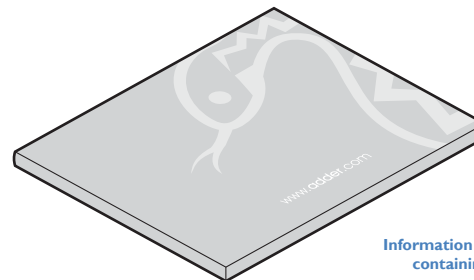
HDMI cable with locking  
connectors 1.5m



USB cable 2m (type A to B)

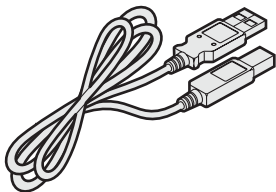


Audio cable 3m (3.5mm stereo jacks)

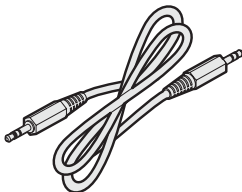


Information wallet  
containing:  
Quick setup guide  
Eight self-adhesive rubber feet  
Safety document

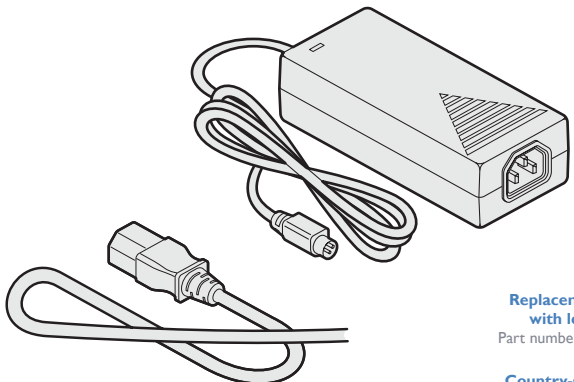
# OPTIONAL EXTRAS



**USB cable 2m (type A to B)**  
Part number: VSC24

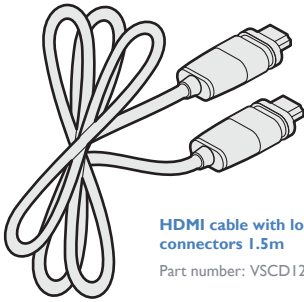


**Audio cable 2m (3.5mm stereo jacks)**  
Part number: VSC22

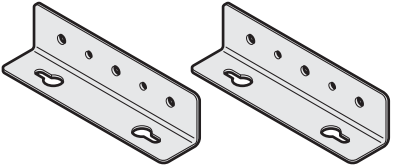


**Replacement power adapter  
with locking connector**  
Part number: PSU-IEC-12VDC-1.5A

- Country-specific power cords**
- CAB-IEC-AUS (Australia)
  - CAB-IEC-EURO (Central Europe)
  - CAB-IEC-UK (United Kingdom)
  - CAB-IEC-USA (United States)
  - CAB-IEC-JAPAN (Japan)



**HDMI cable with locking  
connectors 1.5m**  
Part number: VSCD12



**Wall/desk mounting kit (plus screws)**  
Part number: RMK10

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## LOCATIONS

Please consider the following important points when planning the position of the AdderLink XDIP nodes:

- Situate the transmitter node close to the system to which it will be connected and near to a source of mains power (if powering will not take place via PoE through the network cable). Place the receiver node in similar close proximity to the peripherals that it will connect with, plus a source of mains power.
- Consult the precautions listed within the [Safety information](#) section.
- Connections do not need to be carried out in the order given within this guide, however, where possible connect the *power in* as a final step.

## MOUNTING

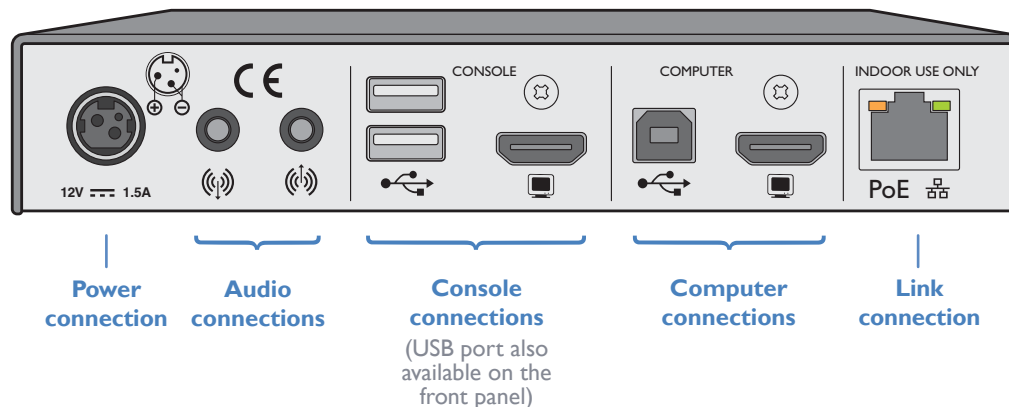
Before you begin making connections to the AdderLink XDIP nodes, it is advisable to first mount the nodes in place, either:

- On a horizontal surface using the supplied self adhesive feet, or
- On a vertical surface using the optional wall/desk mounting kit, or
- Within an optional rack mount bracket.

## CONNECTIONS

Connections to each node will be determined by the nature of your installation as well as their intended transmitter or receiver designations.

All connections are grouped into five main areas:



The pages that follow discuss the various connections.

## Computer connections

Computer connections are always made at the transmitter node, but can also optionally be made at the receiver node, where channel switching between local and remote computer sources is required.

Notes:

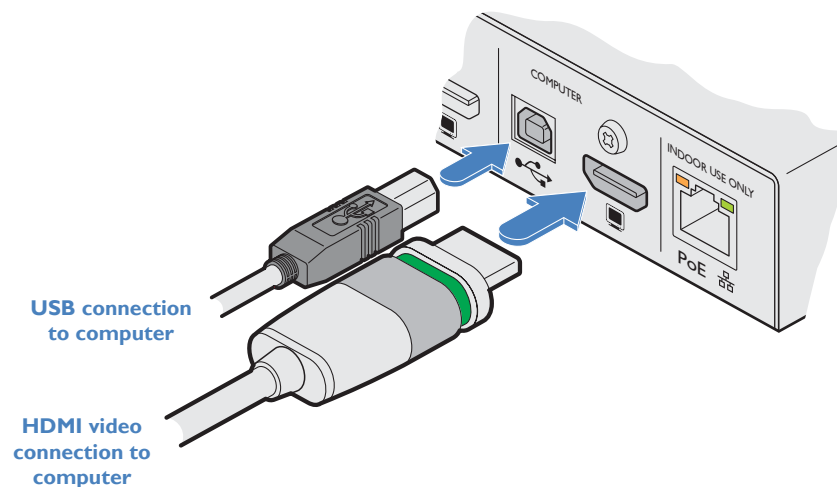
- When a local computer is connected to a receiver node, it can only be accessed from that receiver, no other receivers can gain access to it.
- Video resolutions up to 1920 x 1200 @ 60Hz are supported.
- HDMI audio is not supported; please use the audio in/out ports to transfer audio signals.

### To make computer connections

- 1 Insert the supplied HDMI cable between the HDMI video socket (in the **COMPUTER** section) and the video output port on the computer.

HDMI offers the great advantage that it is a straightforward task to convert its signals to and from other common video formats (DisplayPort, DVI and VGA) - See page 8.

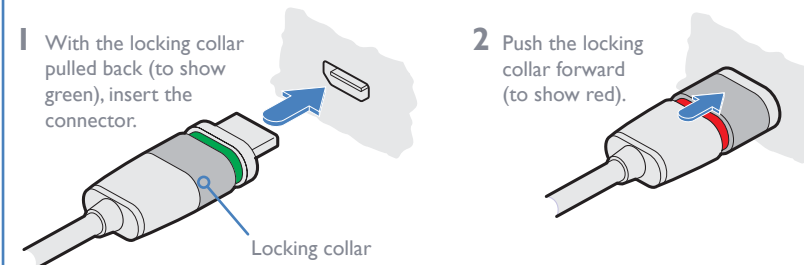
- 2 Insert the supplied USB type A to type B cable between the USB socket (in the **COMPUTER** section) and a vacant USB port on the computer.



## Using Adder locking HDMI connectors

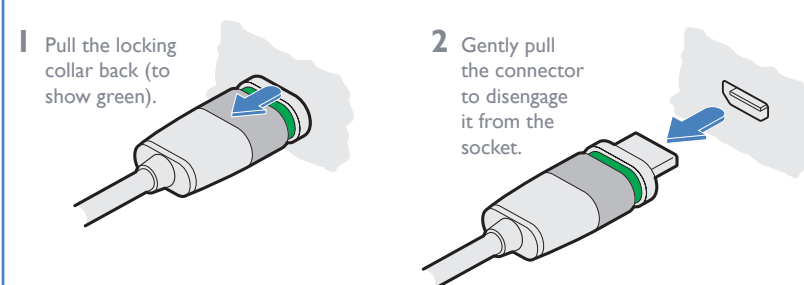
The supplied HDMI cable features a locking mechanism to prevent accidental disconnections. Please follow the procedures below when inserting and removing them:

### Insertion



**IMPORTANT:** Do not attempt to insert or remove the connector while the red band is shown.

### Removal

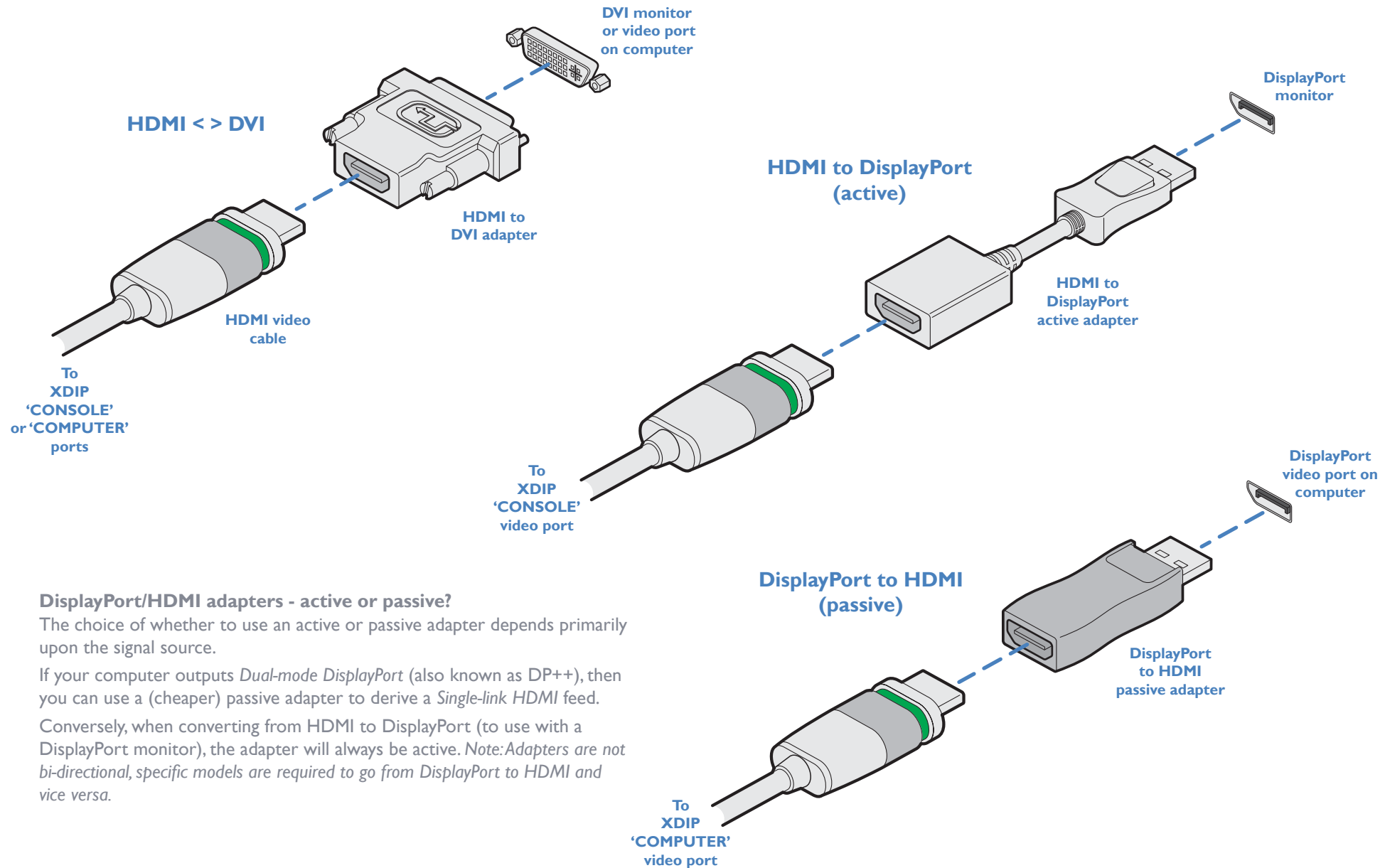




## Video format conversion

One of the many advantages offered by the HDMI (High Definition Multimedia Interface) standard is the ease with which it can be converted into- and out of- numerous other video formats, including single link DVI-D, DisplayPort and VGA (see next page).

*Note: HDMI conversion cables and adapters (apart from the Adder DVA) are not available from Adder, but are widely sold elsewhere.*

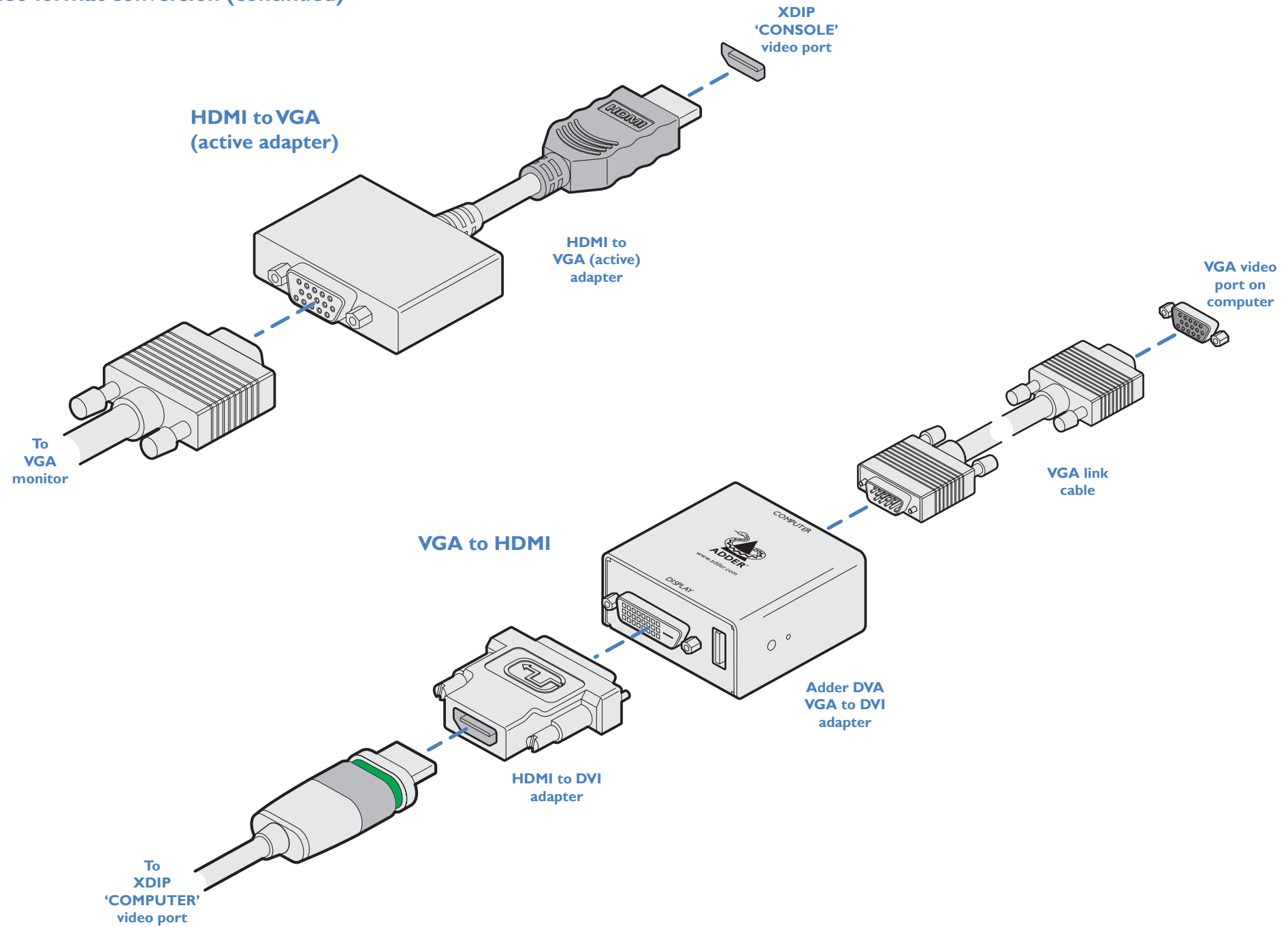


### DisplayPort/HDMI adapters - active or passive?

The choice of whether to use an active or passive adapter depends primarily upon the signal source.

If your computer outputs *Dual-mode DisplayPort* (also known as DP++), then you can use a (cheaper) passive adapter to derive a *Single-link HDMI* feed.

Conversely, when converting from HDMI to DisplayPort (to use with a DisplayPort monitor), the adapter will always be active. *Note: Adapters are not bi-directional, specific models are required to go from DisplayPort to HDMI and vice versa.*



## Console connections

Console connections (video monitor and/or USB peripherals) are always made at the receiver node, but can also optionally be made at the transmitter node, if local control (or monitoring) of the computer is required in addition to remote control.

Notes:

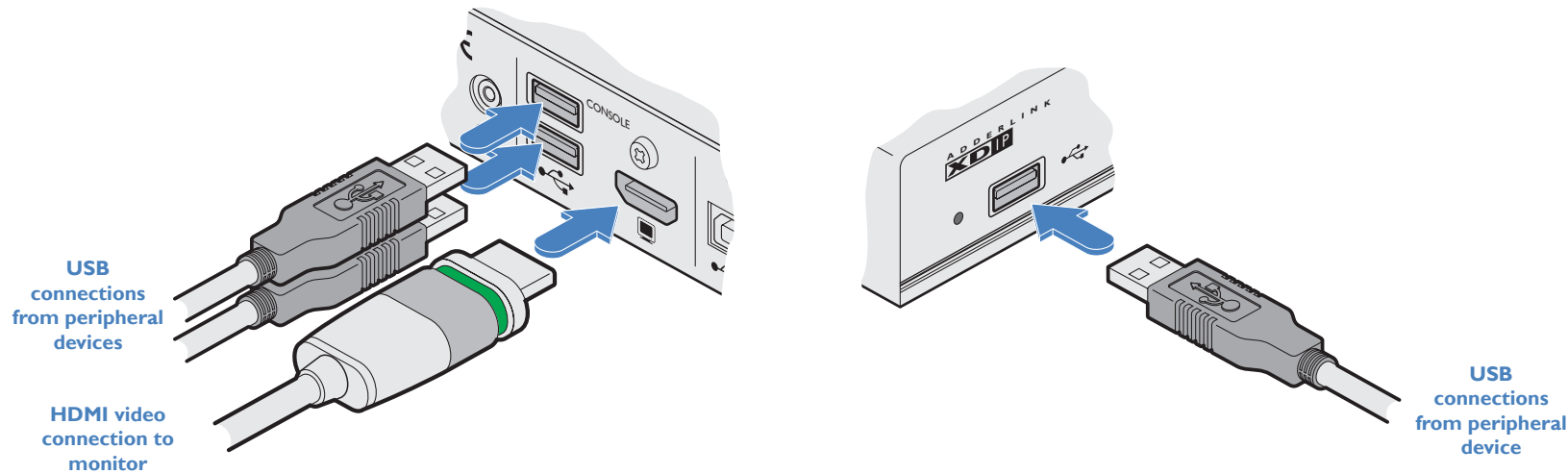
- Video resolutions up to 1920 x 1200 @ 60Hz are supported.
- HDMI audio is not supported; please use the audio in/out ports to transfer audio signals.

### To make console connections

1 Insert the supplied HDMI cable between the HDMI video socket (in the **CONSOLE** section) and the video port on your monitor.

HDMI offers the great advantage that it is a straightforward task to convert its signals to and from other common video formats (DisplayPort, DVI and VGA) - See page 8.

2 Connect the USB leads from your mouse and keyboard to the two sockets on the rear panel. The single socket on the front panel is also available (all three USB ports operate in the same manner).





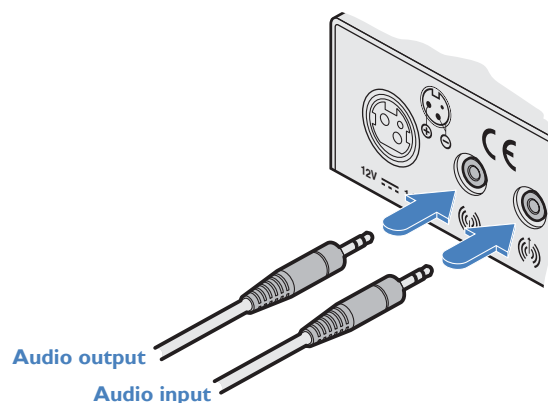
## Audio connections

The transmitter and receiver nodes can transfer CD-quality stereo audio (16-bit sampling at 48kHz) in both directions. Headphones are supported up to 32 Ohms impedance.

*Note: HDMI audio is not supported. Audio transfer is handled exclusively by the audio in/out ports.*

### To make audio connections

- 1 Connect your audio input (e.g. line out from the local computer, etc.) to the audio input (right hand) 3.5mm socket labeled  on the rear panel.
- 2 Connect your audio output (e.g. speakers or headphones, etc.) to the audio output (left hand) 3.5mm socket labeled  on the rear panel.



## Link connection

As required, links between nodes can be made in two main ways, either:

- Directly between two nodes, using a single cable up to 100 meters in length, Minimum cable specification: CAT5e, S/FTP preferred, or
- Via a network switch to allow interaction between receiver/transmitter combinations.

### Minimum network switch specifications:

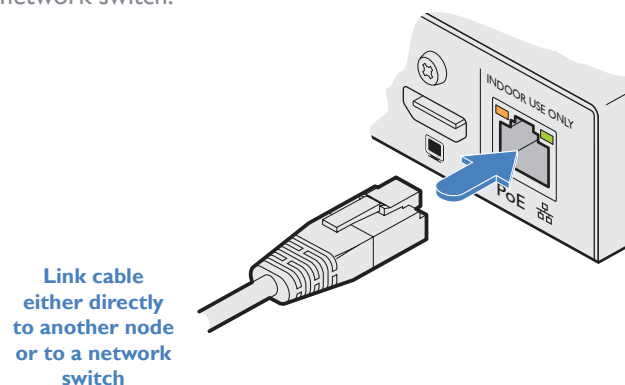
- 1 Gb transfer rates.
- [IGMP](#) (Internet Group Management Protocol) to at least level 2 (preferably level 3) in order to allow efficient multicasting while keeping network bandwidth low.
- IGMP Fast Leave and IGMP Snooping must be enabled.

### Optional network switch specification:

- PoE 802.3af - The nodes also support the Power over Ethernet standard to allow operation without separate power adapters when used with a supporting network switch.

### To make a link connection

- 1 Insert a standard network cable into the socket on the far right of the rear panel.
- 2 Connect the other end of the cable either directly to another node, or to a suitable network switch.

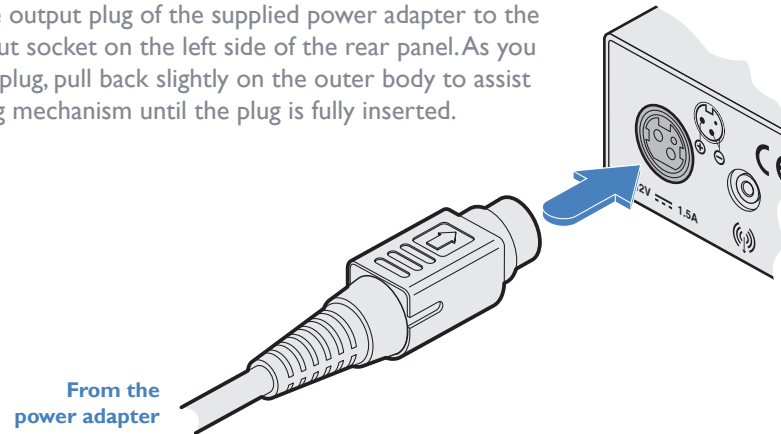


## Power connection

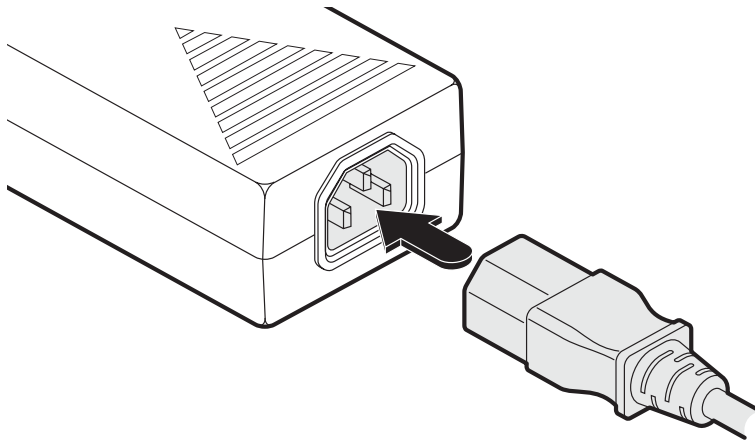
Each node can be powered using its supplied power adapter or alternatively via the Ethernet link connection, when used with network switches which support the PoE 802.3af standard. The power adapters supplied with the nodes use locking-type plugs to help prevent accidental disconnections; please follow the instructions shown on the right when disconnecting a power adapter.

### To connect the power adapter

- 1 Attach the output plug of the supplied power adapter to the power input socket on the left side of the rear panel. As you insert the plug, pull back slightly on the outer body to assist the locking mechanism until the plug is fully inserted.



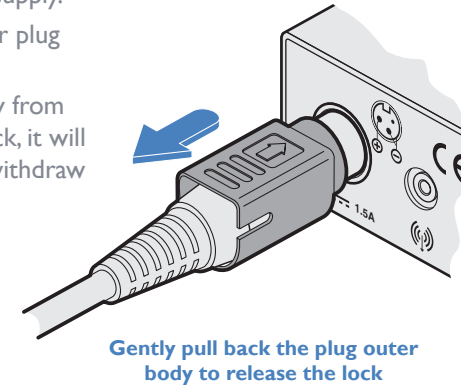
- 2 Insert the IEC connector of the supplied country-specific power cord to the socket of the power adapter.



- 3 Connect the power cord to a nearby mains supply socket.

### To disconnect the power adapter

- 1 Isolate the power adapter from the mains supply.
- 2 Grasp the outer body of the power adapter plug where it connects with the node.
- 3 Gently pull the body of the outer plug away from the node. As the body of the plug slides back, it will release from the socket and you can fully withdraw the whole plug.



**IMPORTANT:** Please read and adhere to the electrical safety information given within the [Safety information](#) section of this guide. In particular, do not use an unearthed power socket or extension cable.

*Note: Both the nodes and the power supplies generate heat when in operation and will become warm to the touch. Do not enclose them or place them in locations where air cannot circulate to cool the equipment. Do not operate the equipment in ambient temperatures exceeding 40 degrees Centigrade. Do not place the products in contact with equipment whose surface temperature exceeds 40 degrees Centigrade.*

## INITIAL CONFIGURATION

To streamline the initial installation procedure, AdderLink XDIP nodes use a configuration wizard to guide you through the necessary stages. For the simplest installations, this may be all that is necessary to completely tailor the nodes to your requirements. However, for more complicated installations you may also need to access the main Admin menu (see page 20) once the initial configuration is complete.

AdderLink XDIP configuration is primarily driven via the receiver(s). During the initial configuration and subsequent post-installation alterations, a transmitter can be configured via a receiver, but not vice versa. Also, one receiver cannot configure another receiver. Where two or more receiver nodes will be required, run the wizard from the first receiver node and, once complete (including all transmitter nodes), move to the console of the next required receiver node and run the configuration wizard again from there. Transmitters configured in the first run can be associated with multiple receivers, as required.

### Navigating the configuration wizard, OSD and Admin menu

The AdderLink XDIP user interface has been carefully designed to be easily navigated by either mouse, keyboard or a combination of both.

When using the mouse, you merely need to point and click on screen items. As the mouse hovers over a screen item, if it is clickable it will become highlighted.


When using the keyboard to navigate, use the following keys:

- **Tab key** - To move forward between sections.
- **Shift + Tab keys** - To move backward between sections.
- **Arrow keys** - To change between the options within a section.
- **Enter key** - To select the highlighted option.
- **Esc key** - To exit the current page.

On a receiver node, to display the OSD:

- Press CTRL + ALT + C \*

Once the OSD is displayed, to enter the Admin menu:

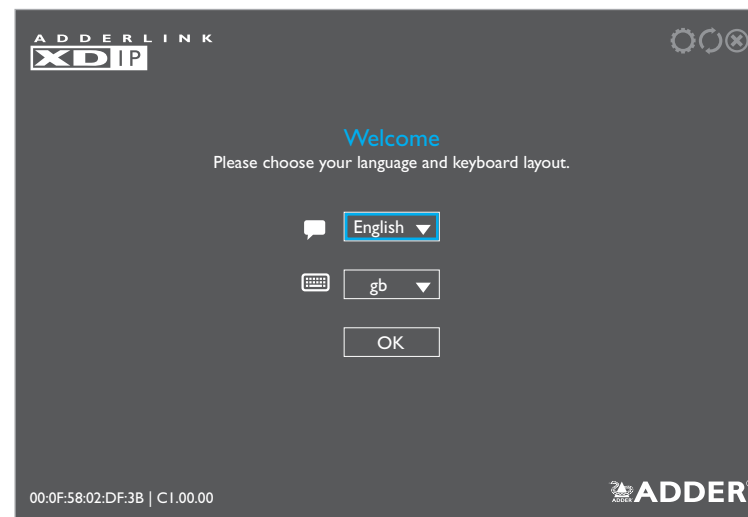
- Select the  icon in the top right corner of the page.

See page 30 for more details about keyboard navigation during operation.

## To use the configuration wizard

*Note: If you are creating a transmitter to add into an existing installation, skip to page 17.*

- 1 Connect your various AdderLink XDIP nodes as discussed in the Installation section.
- 2 Power on all nodes. Nodes that are currently in their *Start of Life* state will show their front panel PWR indicators in red (configured transmitters show green while receivers show blue). To return a node to its Start of Life state, you need to *Restore* it, see page 19.
- 3 Using a monitor, keyboard and mouse connected to the *Console* ports of an intended receiver node, you should see the following opening page:



*Note: The node's PWR indicator should be red at this stage. If not, restore the node to its default settings (see page 19).*

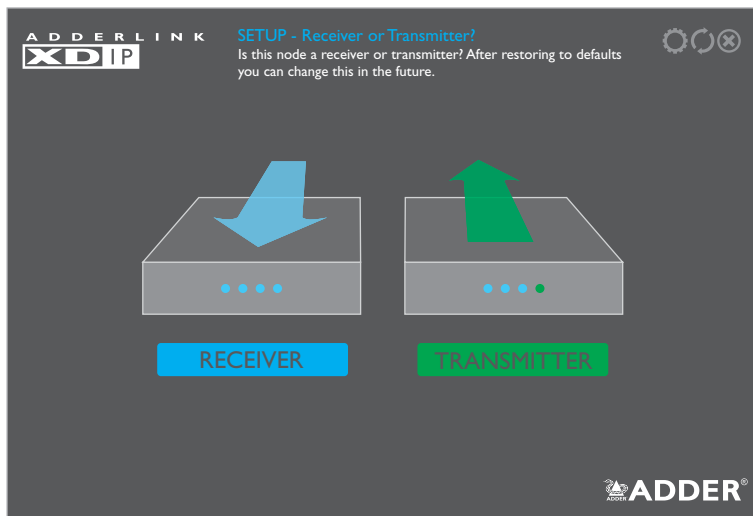
- 4 If necessary, change the language and keyboard layout.
- 5 Click OK to continue.

*continued*

\* *Note: The standard hotkey combinations can be changed. See page 21.*

## INITIAL CONFIGURATION (continued)

You will now be given a choice of turning this *Start of Life* node into either a receiver or a transmitter:



*Note: When using the configuration wizard to create a full installation, it is quicker and more efficient to configure all transmitters via a node that will become a receiver, rather than configuring each of the intended transmitters separately.*

### 6 Choose the required setting:

- If you are setting up a mixture of receiver(s) and transmitter(s), click the RECEIVER option.
- If you are creating a transmitter to add into an existing installation, click the TRANSMITTER option. See page 17.

If you chose the RECEIVER option, you will now be given the opportunity to enter details for the node to which your console peripherals are currently connected:

7 Enter the details for this receiver, including the password (required to administer the configuration details). The *Computer Name/Description* fields refer to a local computer connected directly to this receiver, if present.

*Note: Passwords can be left blank, but this is not recommended.*

8 Click OK.

*continued*

## INITIAL CONFIGURATION (continued)

You will now see a list of all discovered nodes. If an entry shows **SoL** (*Start of Life*) then it is unconfigured (that node's PWR indicator will also show red). Otherwise, any discovered transmitter node, that is already configured, will show **TX**:

#	Name	Description
TX	Transmitter 1	Description
SoL	AdderLink XDIP 02DF3B	Description

BACK NEXT ADDER

### Notes

- If you are adding several nodes at once and need to identify a particular node, click the icon to flash the front panel indicators of the chosen node in the list.
- If nodes have been added since displaying the list, click the icon to refresh the list.

9 Click an entry marked **SoL** to configure it as a transmitter:

Transmitter Name: Transmitter 2

Transmitter Description: Description

New Admin Password: Password for Node Configuration

Confirm Admin Password: Password for Node Configuration

New Access Password: Password for User Access

Confirm Access Password: Password for User Access

Cancel OK ADDER

10 Enter the details for this transmitter, including two separate passwords:

- The *Admin Password* is required to administer the configuration details only,
- The *Access Password* allows you to restrict who is allowed to connect to this transmitter. When the Access Password is set, a user will be prompted to enter it when first attempting to add this transmitter node to their receiver node's channels list; if the Access Password is left blank, there will be no access restrictions.

*Note:* The Name and Description fields for each entry cannot be left blank.

11 Click OK. The discovered nodes will be again listed, showing any changes you have made to the name(s) and description(s):

#	Name	Description
1	Transmitter 1	Description
TX	Transmitter 2	Description

BACK NEXT ADDER

12 Repeat steps 9 to 11 for each listed **SoL** node.

13 Ensure that all the transmitters (8 maximum), to which you wish to connect from this receiver, show a number in the left hand column. If an entry shows **TX**, it is yet to be connected. Click on the entry to connect it with this receiver; if an access password is set on the transmitter, you will be asked to enter it. Once successfully connected, the **TX** for the entry will change to a number.

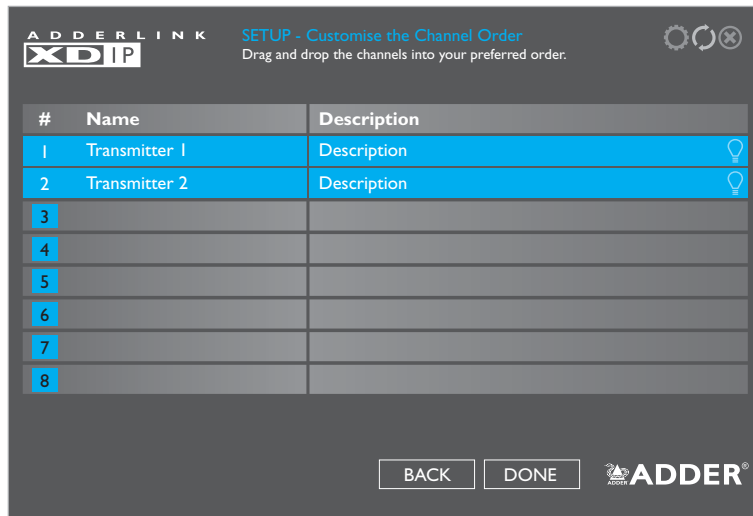
14 When all transmitters have been connected, click NEXT.

continued



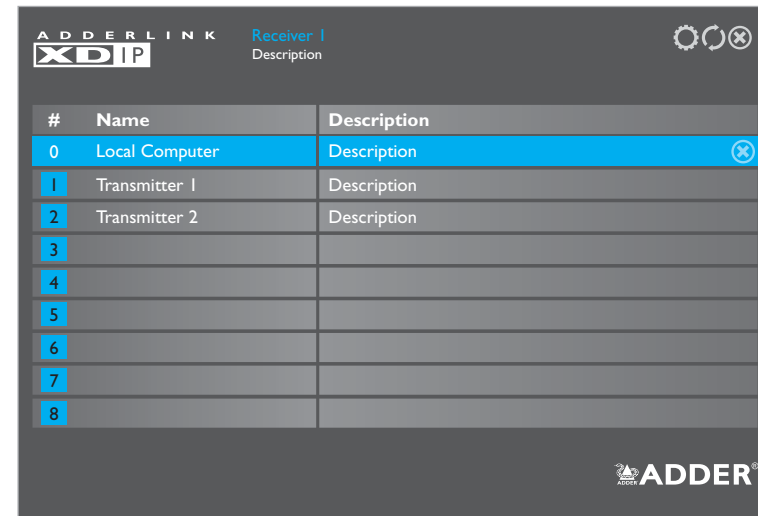
## INITIAL CONFIGURATION (continued)

15 You can now optionally change the order of transmitters in the channel list. Click, hold and drag an entry to the required slot:



16 When all transmitters are in the required order, click **DONE**.

17 The receiver will now show the Channel List:



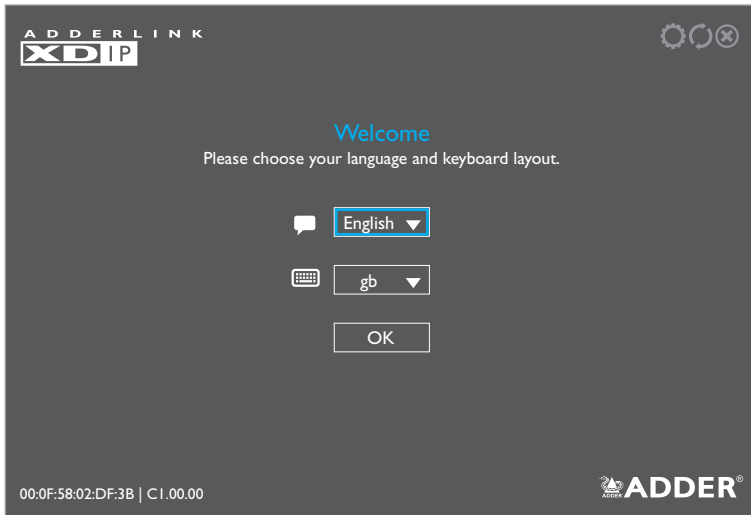
From here you can choose between a local computer (if connected to your receiver) or any of the associated transmitters. See page 30 for details about operation.

## INITIAL CONFIGURATION (continued)

### To add a new transmitter



Use this procedure to configure a new *Start of Life* node into a transmitter for inclusion within an existing installation:

- 1 Connect your console devices (video monitor, USB keyboard and/or mouse) plus power input to the new *Start of Life* node (as discussed in the Installation section).  
For this procedure the new node can be configured either in isolation or fully linked into your XDIP installation, as required.
- 2 You should see the following opening page:

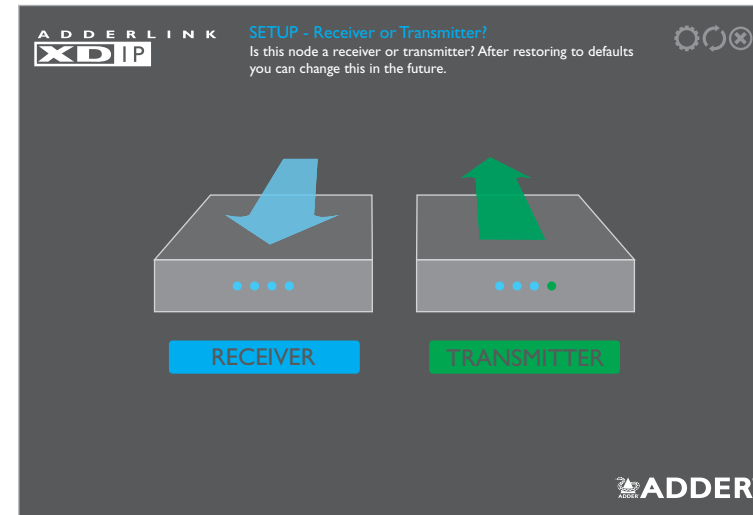


- 3 If necessary, change the language and keyboard layout.  
*Note: The node's PWR indicator should be red at this stage. If not, restore the node to its default settings (see page 19).*
- 4 Click OK to continue.

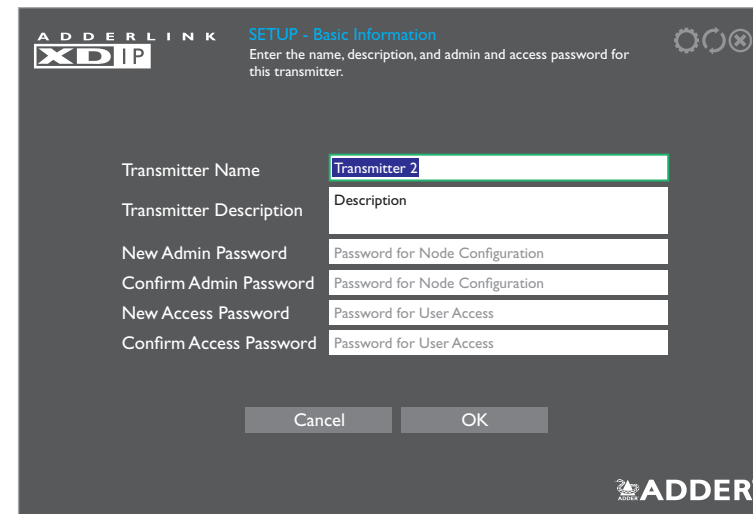
### Alternative shortcut for adding a new transmitter

- 1 Connect your new node fully into the XDIP installation.
- 2 From a receiver, enter the OSD and then enter the Admin menu.
- 3 Choose the *Setup Channels* page and click the  icon in the lower right corner.
- 4 Click the new *SoL* entry in the list.
- 5 Configure the necessary transmitter details and click OK.
- 6 Click the *Back* button to return to the Channels List and, if necessary, adjust the position of the new transmitter within the list.
- 7 Click the  icon to exit to the OSD channel list.


You will now be given a choice of turning this *Start of Life* node into either a receiver or a transmitter:

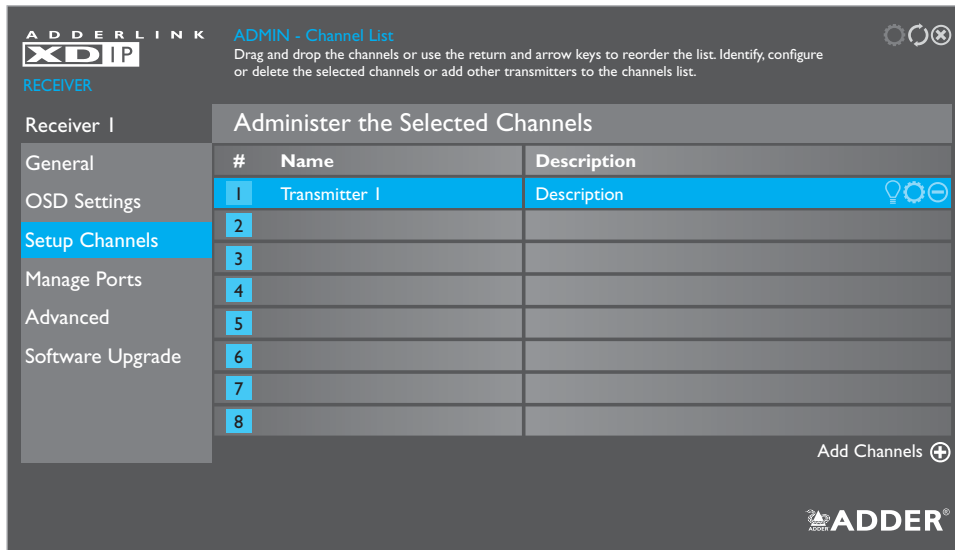


- 5 Click the TRANSMITTER option. You can now enter the details for the node to which your console peripherals are currently connected:



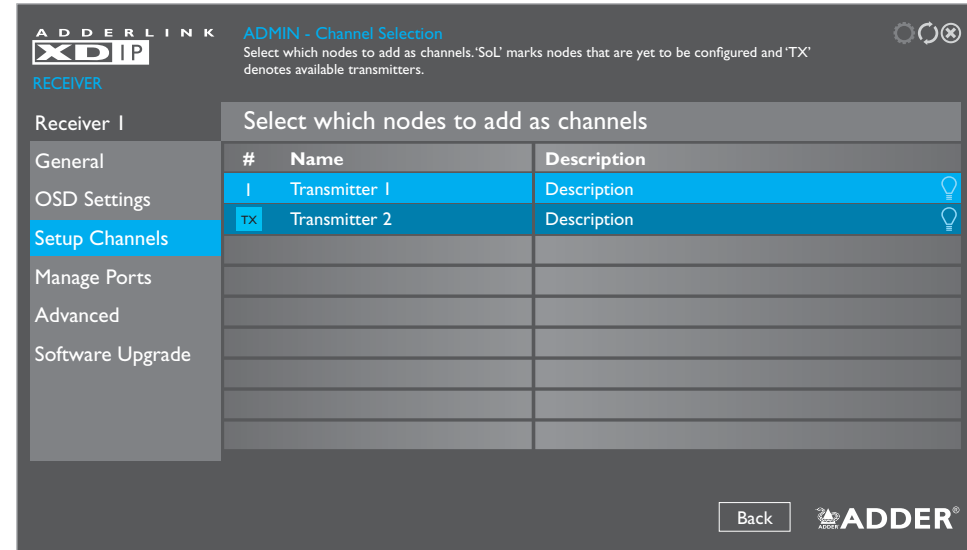
## INITIAL CONFIGURATION (continued)

- 6 Enter the details for this transmitter, including two separate passwords:
  - The *Admin Password* is required to administer the configuration details only,
  - The *Access Password* allows you to restrict who is allowed to connect to this transmitter. When the Access Password is set, a user will be prompted to enter it when first attempting to add this transmitter node to their receiver node's channels list; if the Access Password is left blank, there will be no access restrictions.
- Note: The Name and Description fields for each entry cannot be left blank.*
- 7 The basic configuration for this node is now complete but it still needs to be registered within the XDIP network. If the new node is not already physically linked into your XDIP installation, connect it now (see page 11).
- 8 Using the console peripherals connected to a receiver node within the installation, enter the receiver's OSD: Press CTRL + ALT + C \*
- 9 Click the  icon in the top right corner and then choose the *Setup Channels* page:

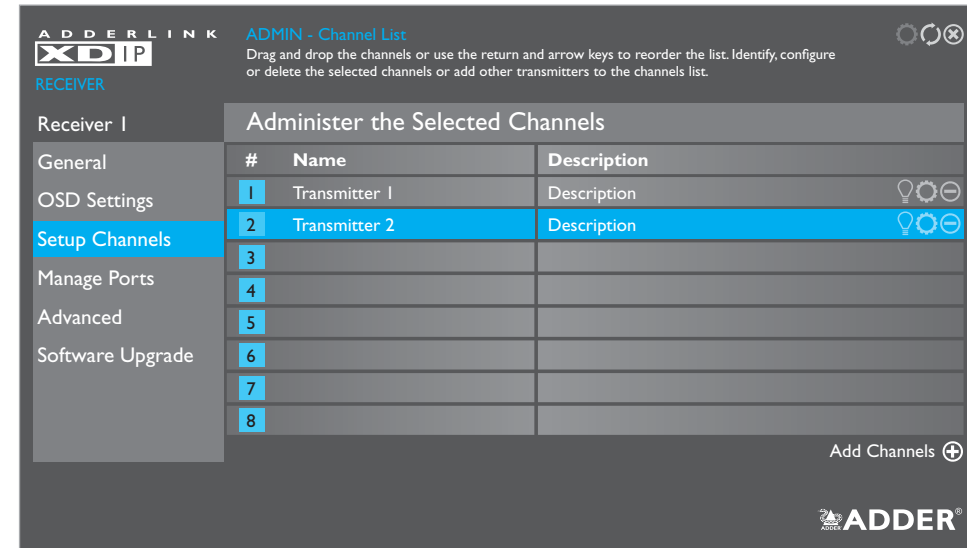



\* *Note: The standard hotkey combinations can be changed. See page 21.*

- 10 Click the  icon in the lower right corner to list all available transmitter (and SoL) nodes:



- 11 Move the highlight to your new node and select it so that the TX prefix becomes a channel number (the shade of the highlight will also change). Repeat this step for any other new nodes that need to be included.
- 12 Click the Back button to return to the Channel List:




Your new node is now integrated and ready to be selected. Click the  icon in the top right corner to exit from the Admin menu. See page 30 for details about Operation.

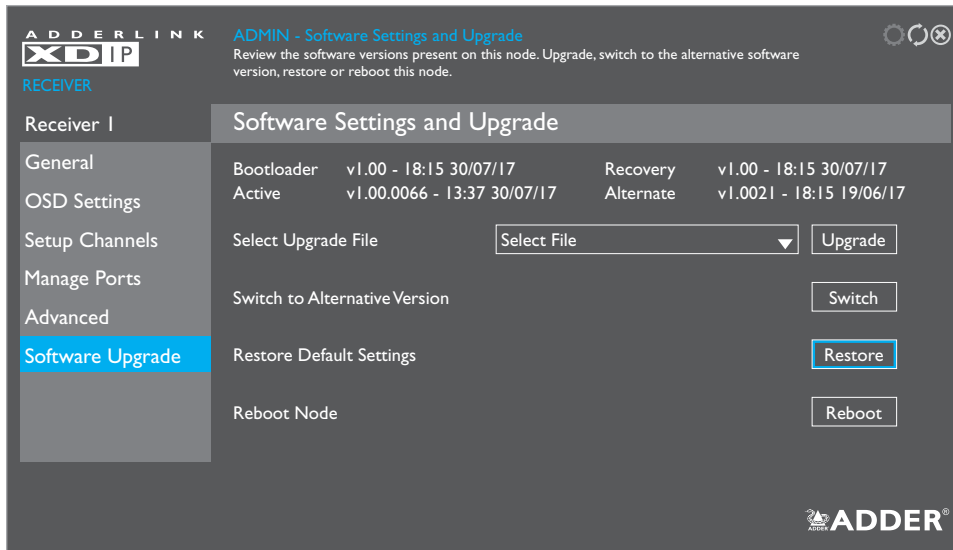
## RESTORING A NODE



In order to obtain the full benefit of the configuration wizard when creating a new installation, it may be necessary to restore the default settings to your XDIP nodes.

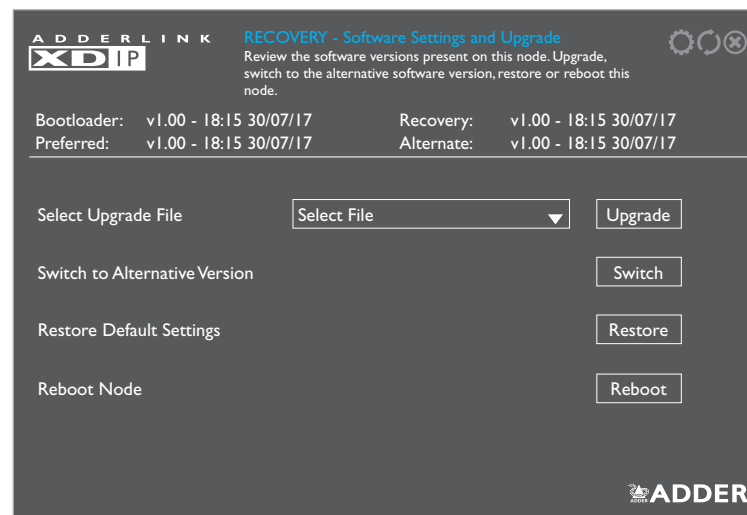
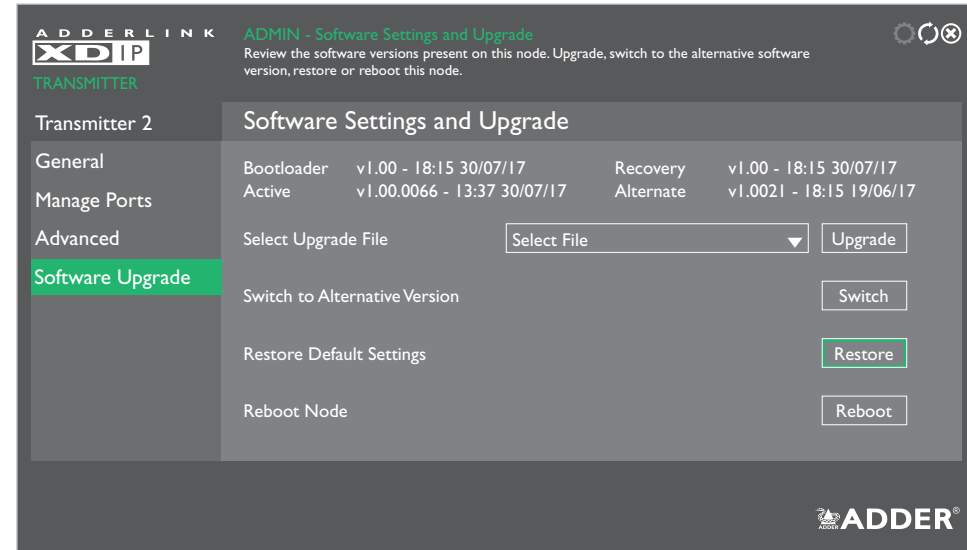
*Note: A restore operation will reset all configuration settings and cannot be undone.*

A restore operation can be invoked in various ways:

- **[Receivers]** Display the channel list and then click the  icon in the top right corner. If requested, enter the admin password and then choose the **Software Upgrade** page. Click the **Restore** button:



- **[Transmitters]** From any connected receiver node, display the channel list and then click the  icon in the top right corner. If requested, enter the admin password and then choose the Setup Channels page.
- Click the  icon shown next to the name of the transmitter that you wish to restore, then choose the **Software Upgrade** page and click the **Restore** button:



- **[Receivers or transmitters]** Use a narrow implement (such as a straightened out paper clip) to press and hold the recessed reset button on the front panel (while power is applied) for just over ten seconds until the front panel PWR indicator flashes; then release the button and wait for the node to reboot and display the Recovery page. Click the **Restore** button.


Notes:

- The reset button is within the hole to the left of the USB socket.
- You will need a minimum of a monitor and either keyboard/mouse connected to the node being restored.

## ADMIN MENUS

Once an AdderLink XDIP installation has undergone its initial configuration, if necessary you can make further alterations using the Admin menu. An Admin menu is accessible via each receiver; wherein changes can be made to that receiver and/or any of the linked transmitters.

### To enter the Admin menu

- 1 From any connected receiver node, enter the receiver's OSD: Press CTRL + ALT + C\*
- 2 Click the  icon in the top right corner to display the receiver's General Settings page (see below), you will be requested to enter an admin password.

Most pages have an *Apply* button which must be clicked after making changes in order to save them. Alternatively, you can select the *Cancel* button to exit a page without retaining your latest changes.

To exit any Admin page, click the  icon in the top right corner.

To view the configuration details for a transmitter node, see page 26.

\* *Note: The standard hotkey combinations can be changed, see page 21*

The various parts of the Admin menu are detailed on the following pages:

#### Receiver node

General Settings	<i>this page</i>
OSD Settings	<i>page 21</i>
Setup Channels	<i>page 26</i>
Manage Ports	<i>page 22</i>
Advanced	<i>page 23</i>
Software Upgrade	<i>page 25</i>

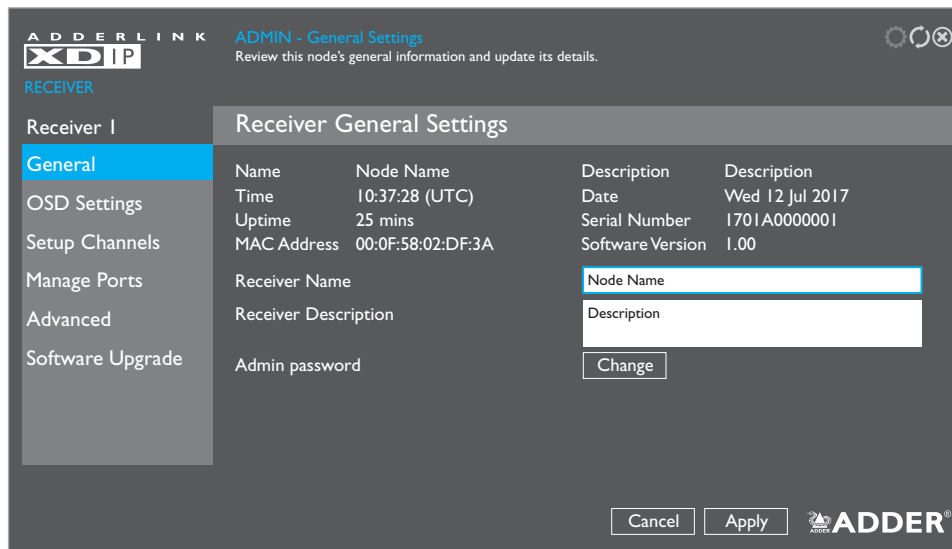
#### Transmitter node

General Settings	<i>page 26</i>
Manage Ports	<i>page 27</i>
Advanced	<i>page 28</i>
Software Upgrade	<i>page 29</i>

## Receiver node settings

### General Settings page

When you enter the Admin Menu, the first page to be displayed will be the General Settings page for the receiver to which you are directly connected. This page provides basic information for this node:



**ADDER LINK XDIP** ADMIN - General Settings  
Review this node's general information and update its details.

RECEIVER

Receiver I

**Receiver General Settings**

Name	Node Name	Description	Description
Time	10:37:28 (UTC)	Date	Wed 12 Jul 2017
Uptime	25 mins	Serial Number	1701A0000001
MAC Address	00:0F:58:02:DF:3A	Software Version	1.00
Receiver Name	<input type="text" value="Node Name"/>		
Receiver Description	<input type="text" value="Description"/>		
Admin password	<input type="password" value="Change"/>		

Cancel Apply **ADDER**

### Name and Description

These tags are useful for differentiation purposes when numerous nodes are being used. Use the *Receiver Name* and *Receiver Description* fields to change them.

### Time and Date

These are shown only if access to an NTP server is available. The current time and date are frozen within this page and do not automatically update.

### Serial Number

Shows the unique hardware identity applied to this node.

### MAC Address

Shows the unique network identity applied to this node.

### Software Version

Shows the current main version of internal firmware.

### Receiver Name and Receiver Description

These fields allow you to change the name and description tags for this node.

### Admin Password

Allows you to change the administration password (that protects this menu).

## OSD Settings page

This page contains all settings related directly to the On Screen Display menu:

ADDER LINK ADMIN - OSD Settings  
Update this node's OSD timeout and hotkeys.

RECEIVER

Receiver I

Configure OSD Settings

General

OSD Settings

Setup Channels

Manage Ports

Advanced

Software Upgrade

Language: English

Keyboard: gb

OSD Mouse Launch: None

Hotkeys: Left Ctrl

Next Channel Hotkey: Left Ctrl + Left Alt + Letter

Previous Channel Hotkey: Left Ctrl + Left Alt + Letter

OSD Hotkey: c

Disconnect Hotkey: x

OSD Timeout: 1 min

Cancel Apply

### Language

Determines the language used for all OSD menu text. Options are: English, Français, Español and Deutsch.

### Keyboard

Determines the layout styles used for the keyboard attached to the receiver. Options include: gb, us, fr, de and es.

### OSD Mouse Launch

Allows you to optionally choose mouse button combinations that will launch the OSD menu.

### Hotkeys

Allows you to change the two main hotkeys which are used to indicate that you wish to communicate with the receiver itself rather than any of the connected computers.

### Next and Previous Channel Hotkey

Allows you to define keyboard buttons which, when used together with the chosen main hotkeys, will move to the next or previous channel (based on the receiver node's channel list). Options include Tab, Backspace, Enter, Space, the arrow keys or any keyboard Letter (which needs to be defined in the white box on the right). *Note: If the Letter option is selected, but no letter is defined within the white box, then the functionality is disabled.*

### OSD Hotkey

Defines the key which, when used together with the chosen main hotkeys, will display the OSD menu.

### Disconnect Hotkey

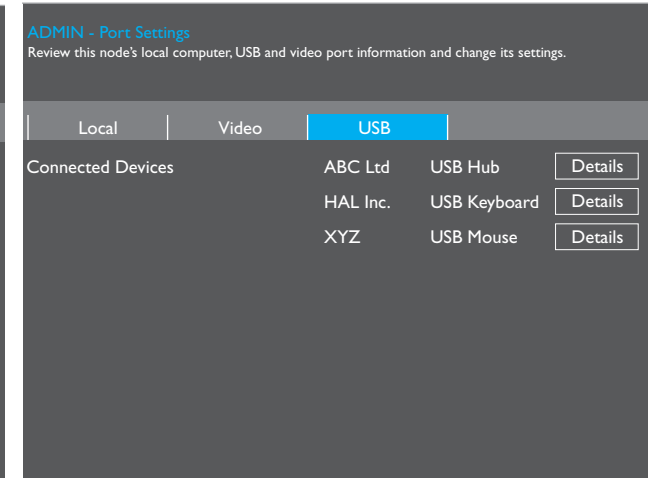
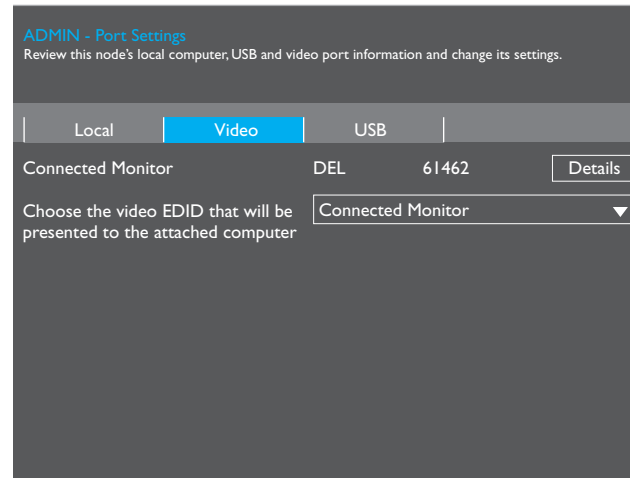
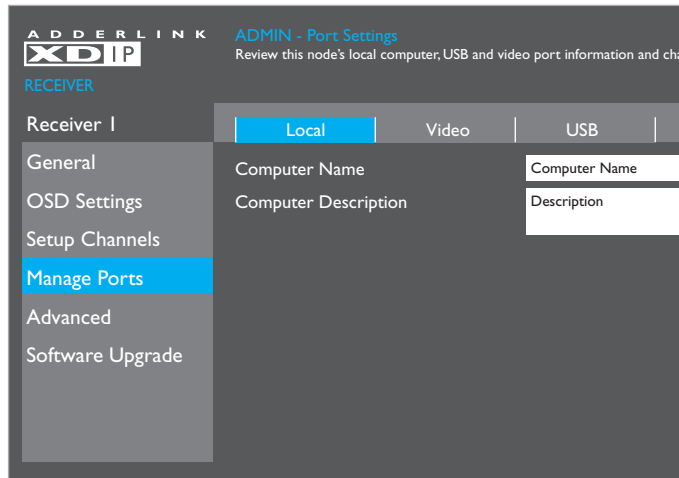
Defines the key which, when used together with the chosen main hotkeys, will disconnect the receiver from the currently chosen channel.

### OSD Timeout

Defines the period of inactivity (in whole minutes) that should pass before the OSD menu is automatically exited (0 disables the OSD timeout). *Note: The automatic timeout from the Admin menu is fixed at 15 minutes.*

## Manage Ports page

All settings within these pages relate to the video monitor, USB devices and/or local computer that are connected to this receiver node.

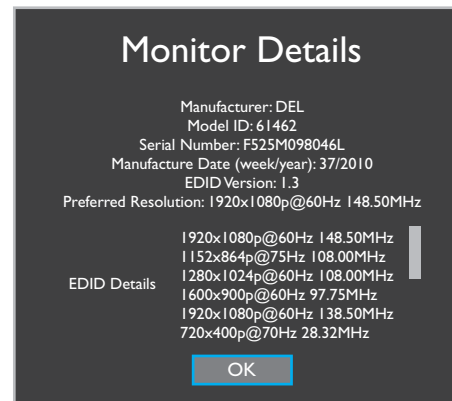


### Computer Name and Computer Description

These tags are useful for differentiation purposes when numerous nodes are being used. These fields allow you to change the name and description tags for the computer that is directly attached to this receiver node (shown on the OSD as channel 0).

### Connected Monitor

Lists the basic details for the monitor connected to the console video output of this receiver node. Click on the *Details* button to view more information about the connected video monitor:



### Choose the video EDID....

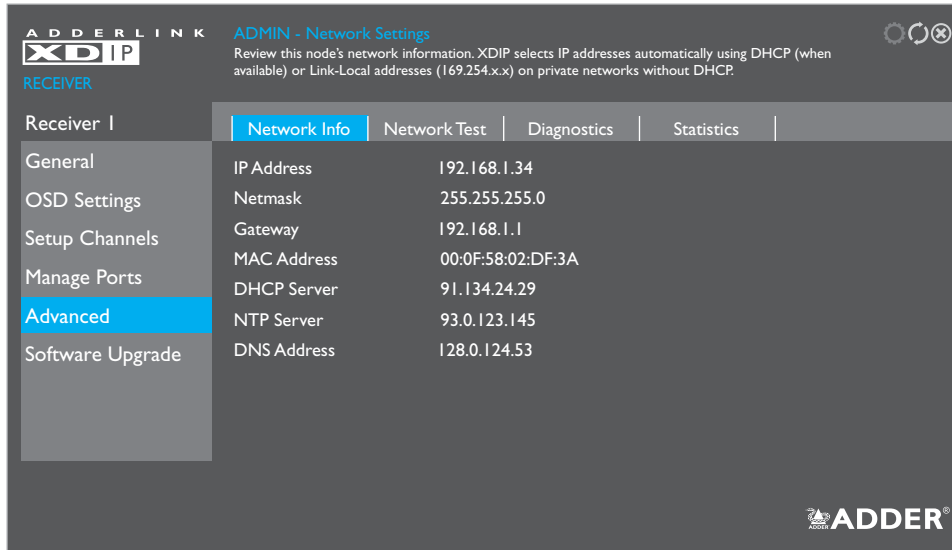
Allows you to choose to rely upon the *Automatic* EDID configuration for the connected monitor or to manually select one of the listed modes.

### Connected Devices

Lists the USB devices which are currently connected to this receiver node. Click the *Details* button to view more information about the device.

## Advanced page

The items within these pages relate to the network settings, network test, diagnostic tools and statistics for the chosen receiver node.



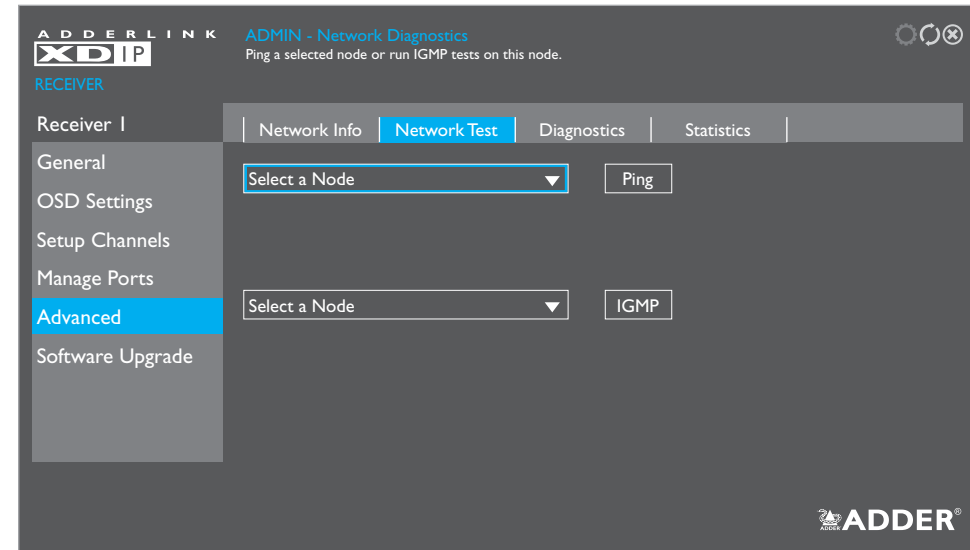
**ADDER LINK** **ADMIN - Network Settings**  
RECEIVER

Review this node's network information. XDIP selects IP addresses automatically using DHCP (when available) or Link-Local addresses (169.254.x.x) on private networks without DHCP.

Receiver I	Network Info	Network Test	Diagnostics	Statistics
General	IP Address	192.168.1.34		
OSD Settings	Netmask	255.255.255.0		
Setup Channels	Gateway	192.168.1.1		
Manage Ports	MAC Address	00:0F:58:02:DF:3A		
Advanced	DHCP Server	91.134.24.29		
Software Upgrade	NTP Server	93.0.123.145		
	DNS Address	128.0.124.53		

**ADDER**

Network details are configured automatically in either of two ways: With the use of a DHCP server, if one is available during configuration, or otherwise using Link-Local addresses (169.254.x.x).



**ADDER LINK** **ADMIN - Network Diagnostics**  
RECEIVER

Ping a selected node or run IGMP tests on this node.

Receiver I	Network Info	Network Test	Diagnostics	Statistics
General	Select a Node	Ping		
OSD Settings				
Setup Channels				
Manage Ports				
Advanced	Select a Node	IGMP		
Software Upgrade				

**ADDER**

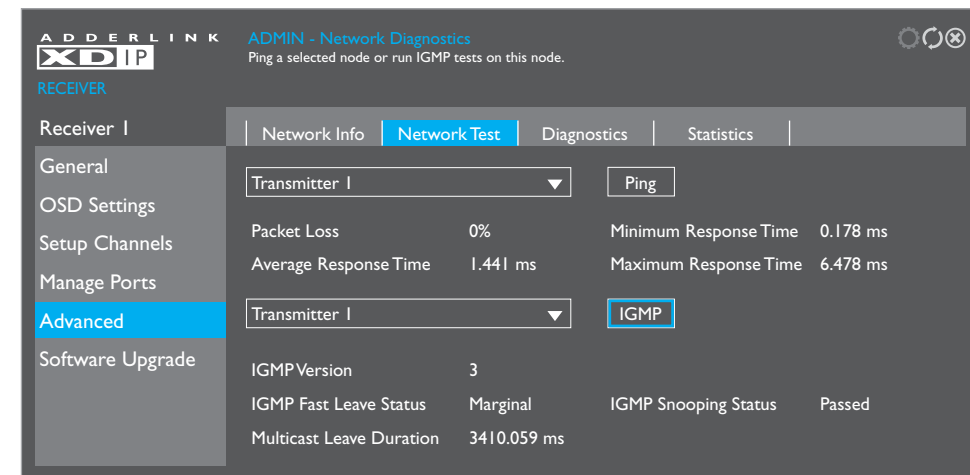
This page provides basic network testing tools to allow you to test and confirm the link between this receiver node and any chosen transmitter node.

Choose a node and click the Ping button to obtain packet loss and speed details.

Choose a transmitter node and click the [IGMP](#) button to view test results.

*Note: IGMP Fast Leave and Snooping must be supported and enabled on your network switch, otherwise these tests will produce a 'Failed' result. A 'Marginal' result indicates that packets are still arriving after an allotted cut off period.*

Results are provided in the manner shown below:



**ADDER LINK** **ADMIN - Network Diagnostics**  
RECEIVER

Ping a selected node or run IGMP tests on this node.

Receiver I	Network Info	Network Test	Diagnostics	Statistics
General	Transmitter I	Ping		
OSD Settings				
Setup Channels				
Manage Ports				
Advanced	Transmitter I	IGMP		
Software Upgrade				

Packet Loss	0%	Minimum Response Time	0.178 ms
Average Response Time	1.441 ms	Maximum Response Time	6.478 ms
IGMP Version	3		
IGMP Fast Leave Status	Marginal	IGMP Snooping Status	Passed
Multicast Leave Duration	3410.059 ms		

**ADDER**



## Advanced page (continued)

ADDER LINK XDIP ADMIN - Diagnostic Tools Settings

Change the settings for this node's diagnostic tools.

RECEIVER

Receiver I | Network Info | Network Test | **Diagnostics** | Statistics

General | OSD Settings | Setup Channels | Manage Ports | **Advanced** | Software Upgrade

Remote Logging Address: 0.0.0.0

Severity Level: 5

Enable Remote Logging: ☐

Capture Log to USB: Trigger

Remote Support: 22 [Enable]

[Cancel] [Apply] ADDER

### Remote Logging Address

Enter a valid IP address for a syslog server on the local network where status logs can be sent.

### Severity Level

Defines the level of messages that will be logged (according to RFC5424). Level 5 (*Notice: normal but significant condition*) is the default setting; XDIP currently supports levels 1 to 7. Choosing levels 6 (*Informational*) or 7 (*Debug*) will cause larger numbers of lesser events to also be logged, with a potential impact to overall performance. These levels should only be used if working with the support team to diagnose a specific issue.

### Enable Remote Logging

Tick to send log files to the chosen *Remote Logging Address*.

### Capture Log to USB

Click the Trigger button to save the activity log to a local USB memory stick. The resulting compressed file can then be sent to Adder support when diagnosing an issue.

### Remote Support

When using the Adder remote server, this option determines which port will be used. Multiple options are offered in case one or more ports are blocked by your firewall.

*Note: This option should only be enabled when requested by Adder, for support purposes.*

ADDER LINK XDIP ADMIN - Statistics

Review this node's video and audio information.

RECEIVER

Receiver I | Network Info | Network Test | Diagnostics | **Statistics**

General | OSD Settings | Setup Channels | Manage Ports | **Advanced** | Software Upgrade

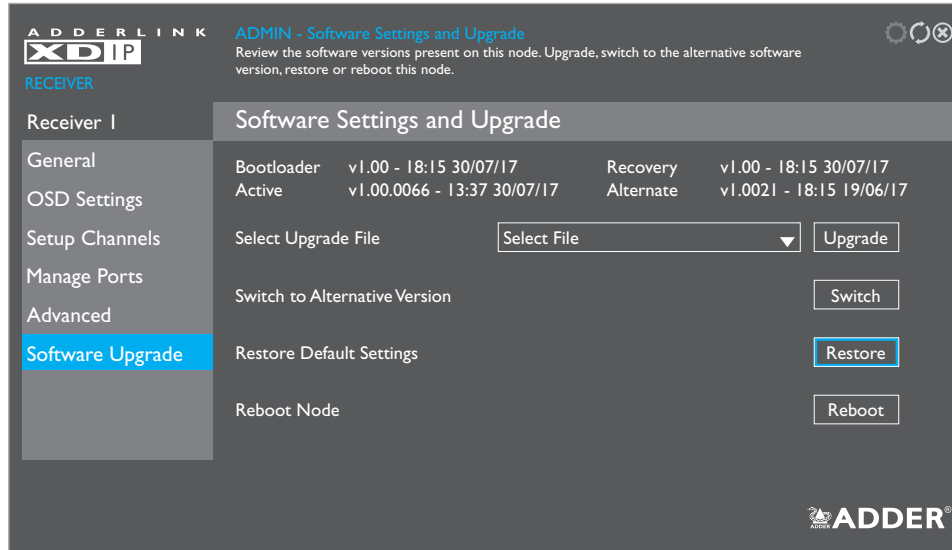
Video Performance		Audio Performance	
Frame Width (px)	1920	Encoding	Linear
Frame Height (px)	1080	Bits per Sample	16
Frames per Second	60	Samples per Second	48000
Bit Rate (Mbps)	43.380	Bit Rate (Mbps)	1.615661
Video Errors		Underflows	0
Packet loss	0	Overflows	0
Dropped Images	0	Audio Errors	
Decode Errors	0	Packet loss	0
		Discontinuities	0

[Cancel] [Apply] ADDER

This page provides statistical details regarding the video and audio performance.

## Software Upgrade page

The items within this page relate to the software settings, restore/reboot and firmware upgrade option for the chosen receiver node.



### Supported file systems


When using USB memory sticks, the following file systems are supported:

- FAT
- NTFS
- Non-journaled HFS+

### Firmware details

Lists the current and recovery *Bootloader* versions plus the *Active* image that is currently running as well as the *Alternate* (the previously active) image version details.

### Select Upgrade File

Any valid firmware upgrade files held (only in the root menu) on a memory stick in one of the USB sockets will be listed here (if necessary click the  icon to update after insertion). Select the required file name and click the *Upgrade* button. The new firmware will be made current and the pre-existing code moved to the recovery/alternate location.

### Switch to Alternative Version

Allows you to change back to the previous firmware version that was running before the last upgrade.

### Restore Default Settings

Click to restore this receiver to its default *Start of Life (SoL)* condition.

*Note:* A restore operation will reset all configuration settings and cannot be undone.

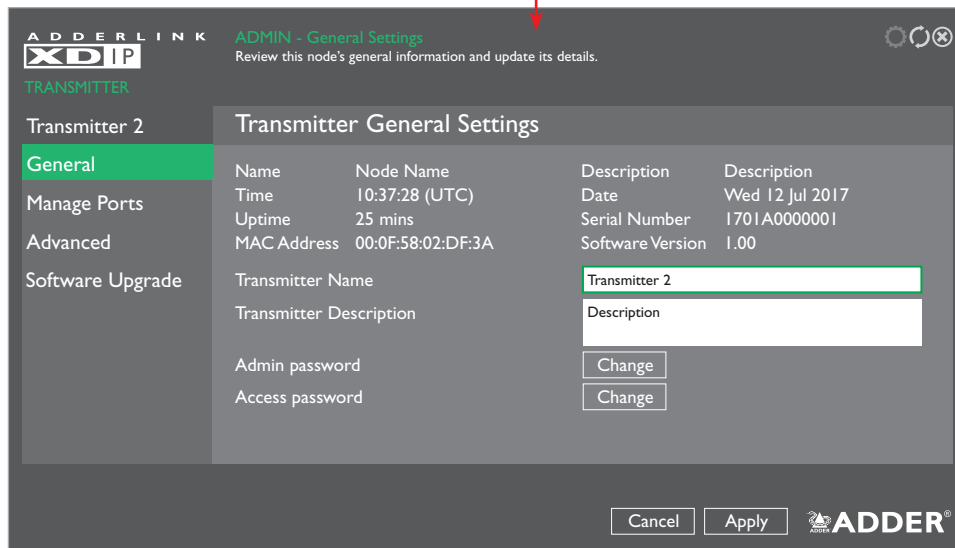
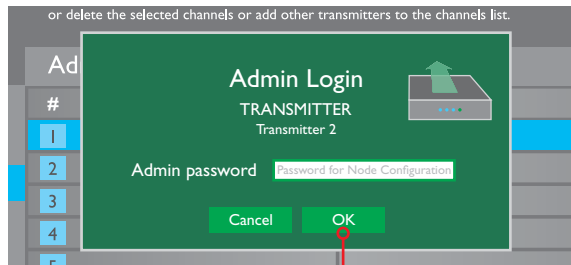
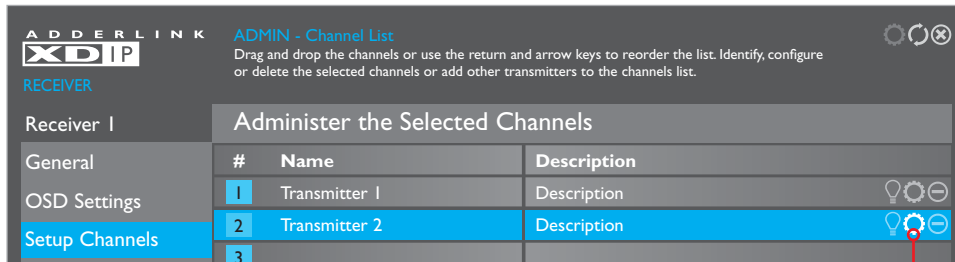
### Reboot Node

Click to reboot this receiver.

## Setup Channels page

Transmitter nodes can be configured via the Setup Channels page, accessible via any receiver. (Enter the receiver's OSD: Press CTRL + ALT + C\*, click the icon in the top right corner and then choose the Setup Channels page). Here you can:

- Change the channel order - drag and drop a node entry into the required slot (or use the arrow keys).
- Add a transmitter node to the list - click the icon in the lower right corner.
- Flash the front panel indicators of any transmitter node - click the node's icon.
- Remove a transmitter node from the list - click the node's icon.
- Configure a transmitter node - click the node's icon:



## Transmitter node settings

- 1 From any connected receiver node, enter the receiver's OSD: Press CTRL + ALT + C\*, then click the icon in the top right corner.
- 2 Choose the Setup Channels page and click the icon shown next to the name of the transmitter that you wish to configure.
- 3 You will be requested to enter the admin password. The transmitter's General Settings page will be shown.

*Note: All Admin menu pages related directly to transmitter configuration use a green highlight to match the color of the PWR indicator of nodes when they are in transmitter mode.*

## General Settings page

This page provides basic information for this node:

### Name and Description

These tags are useful for differentiation purposes when numerous nodes are being used. Use the Transmitter Name and Transmitter Description fields to change them.

### Time and Date

These are shown only if access to an NTP server is available. The current time and date are frozen within this page and do not automatically update.

### Serial Number

Shows the unique hardware identity applied to this node.

### MAC Address

Shows the unique network identity applied to this node.

### Software Version

Shows the current main version of internal firmware.

### Transmitter Name and Transmitter Description

These fields allow you to change the name and description tags for this node.

### Admin Password



Allows you to change the administration password (that protects this menu).

### Access Password

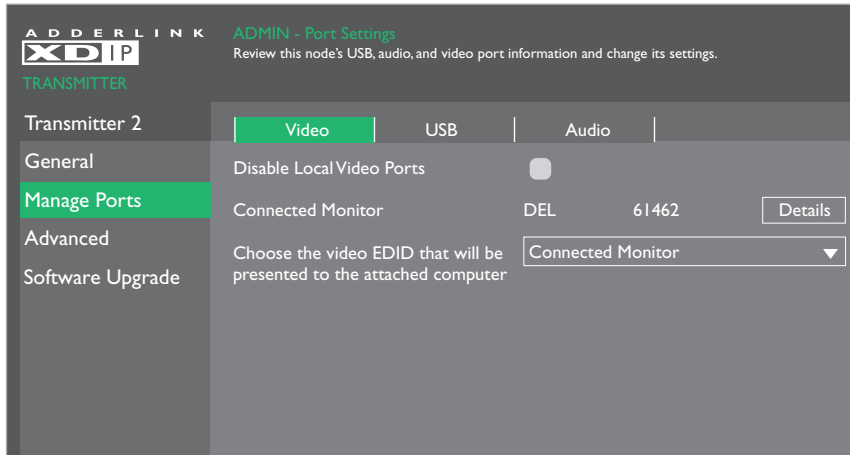
Allows you to change the access password that restricts receiver access to this transmitter node.

\* *Note: The standard hotkey combinations can be changed. See page 21.*

## Manage Ports pages

To access these pages: From a receiver, enter the OSD menu: Press CTRL + ALT + C hotkeys, then click the  icon to show the Admin menu. Choose the Setup Channels page, click the  icon for the required transmitter node and then click the Manage Ports option. See page 26.

All settings within these pages relate to the optional video monitor, USB devices and/or audio devices that are connected to the chosen transmitter node.

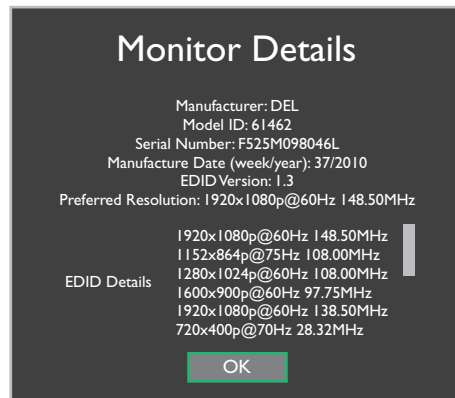


### Disable Local Video Ports

Allows you to temporarily disable the video output to the optional console connection on the transmitter node.

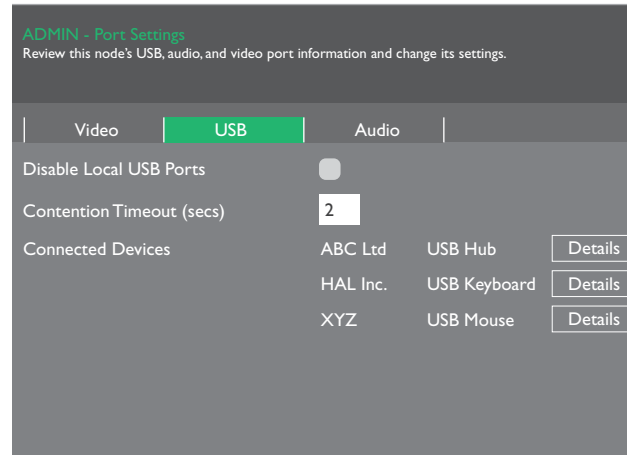
### Connected Monitor

Lists the basic details for the monitor connected to the console video output of the transmitter node. Click on the Details button to view more information about the connected video monitor:



### Choose the video EDID....

Allows you to choose between the Automatic EDID configuration for the connected monitor or to choose one of the listed modes.



### Disable Local USB Ports

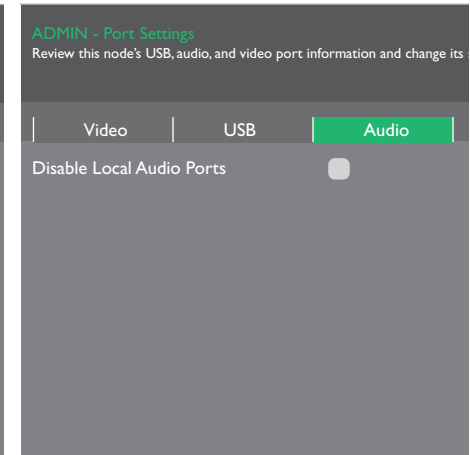
Allows you to temporarily disable the USB signals to any devices optionally connected to the transmitter node.

### Contention Timeout (secs)

USB links to the host computer are shared between multiple receivers in a first come first served manner. The first receiver to access a USB peripheral will be given control access, while all others are temporarily prevented, until the first receiver has completed its actions. The contention timeout is the time delay, after the last USB activity of the first receiver, before USB access becomes available again to all.

### Connected Devices

Lists the USB devices which are currently connected to the transmitter node. Click the Details button to view more information about the device.



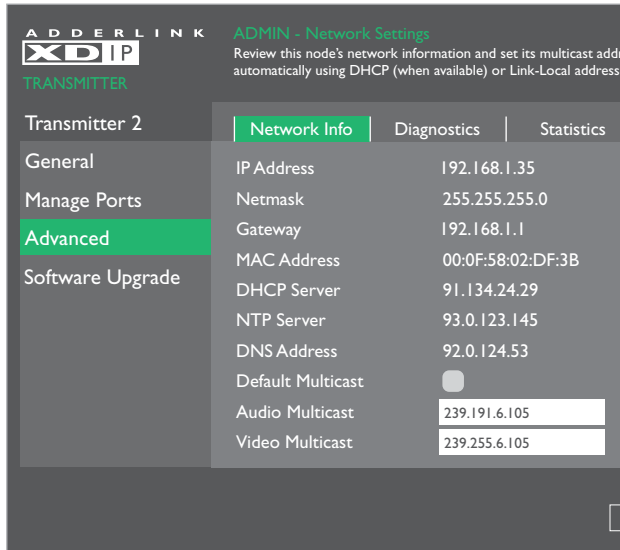
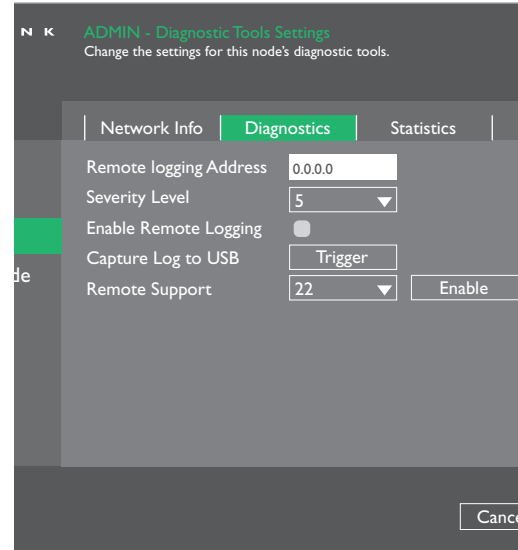
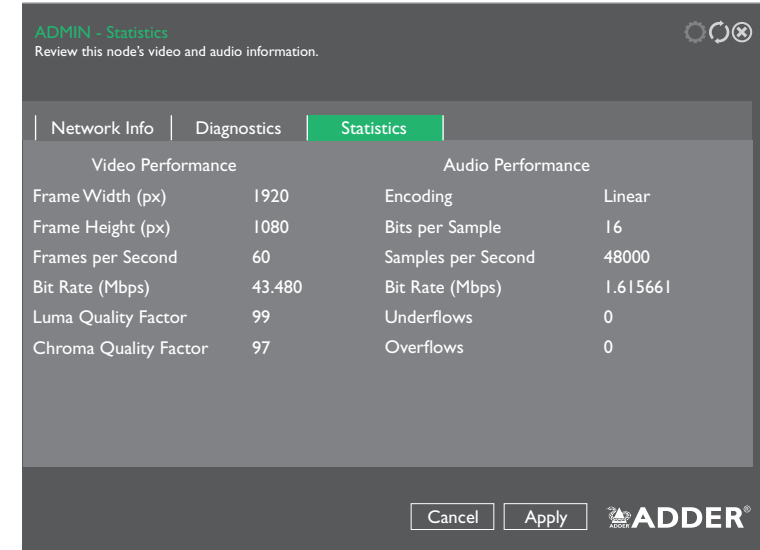
### Disable Local Audio Ports

Allows you to disable the audio signals to devices optionally connected to the transmitter node.

## Advanced pages

**To access these pages:** From a receiver, enter the OSD menu: Press CTRL + ALT + C hotkeys, then click the  icon to show the Admin menu. Choose the Setup Channels page, click the  icon for the required transmitter node and then click the Advanced option. See page 26.

The items within these pages relate to the network settings, diagnostic tools and statistics for the chosen transmitter node.

Network details are configured automatically in either of two ways: With the use of a DHCP server if one is available during configuration or otherwise using Link-Local addresses (169.254.x.x).

### Default Multicast

Tick this option and click the Apply button to re-apply the default Audio and Video Multicast addresses (as shown in the two fields below).

### Remote Logging Address

Enter a valid IP address for a syslog server on the local network where status logs can be sent.

### Severity Level

Defines the level of messages that will be logged (according to RFC5424). Level 5 (*Notice: normal but significant condition*) is the default setting; XDIP currently supports levels 1 to 7. Choosing levels 6 (*Informational*) or 7 (*Debug*) will cause larger numbers of lesser events to also be logged, with a potential impact to overall performance. These levels should only be used if working with the support team to diagnose a specific issue.

### Enable Remote Logging

Tick to send log files to the chosen *Remote Logging Address*.

### Capture Log to USB

Click the Trigger button to save the activity log to a local USB memory stick (must be plugged directly into a port on the transmitter node in question - not the receiver you are using for access). The resulting compressed file can then be sent to Adder support when diagnosing an issue.



### Remote Support

When using the Adder remote server, this option determines which port will be used. Multiple options are offered in case one or more ports are blocked by your firewall.

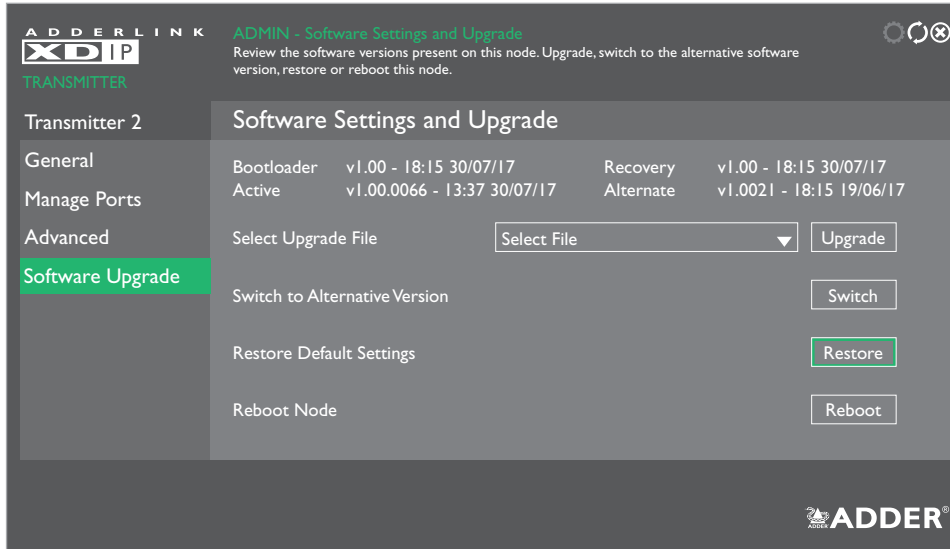
This page provides statistical details regarding the video and audio performance.

*Note: Video statistics will only be available if no other receiver node is viewing the same video source.*

## Software Upgrade page

**To access this page:** From a receiver, enter the OSD menu: Press CTRL + ALT + C hotkeys, then click the  icon to show the Admin menu. Choose the Setup Channels page, click the  icon for the required transmitter node and then click the Software Upgrade option. See page 26.

The items within this page relate to the software settings, restore/reboot and firmware upgrade option for the chosen transmitter node.



## Supported file systems


When using USB memory sticks, the following file systems are supported:

- FAT
- NTFS
- Non-journalled HFS+

## Firmware details

Lists the current and recovery *Bootloader* versions plus the *Active* image that is currently running as well as the *Alternate* (the previously active) image version details.

## Select Upgrade File

Any valid firmware upgrade files held (only in the root menu) on a memory stick in one of the USB sockets, of the receiver node being used for access, will be listed here (if necessary click the  icon to update after insertion). Select the required file name and click the Upgrade button. The new firmware will be made current and the pre-existing code moved to the recovery/alternate location.

## Switch to Alternative Version

Allows you to change back to the previous firmware version that was running before the last upgrade.

## Restore Default Settings

Click to restore this receiver to its default *Start of Life (SoL)* condition.

*Note:* A restore operation will reset all configuration settings and cannot be undone.

## Reboot Node

Click to reboot this transmitter node.

AdderLink XDIP nodes provide great flexibility in operation, supporting a variety of connection topologies as discussed in the Introduction chapter (see page 2). Where switching between channels is required, user control is always centered upon the receiver node(s).

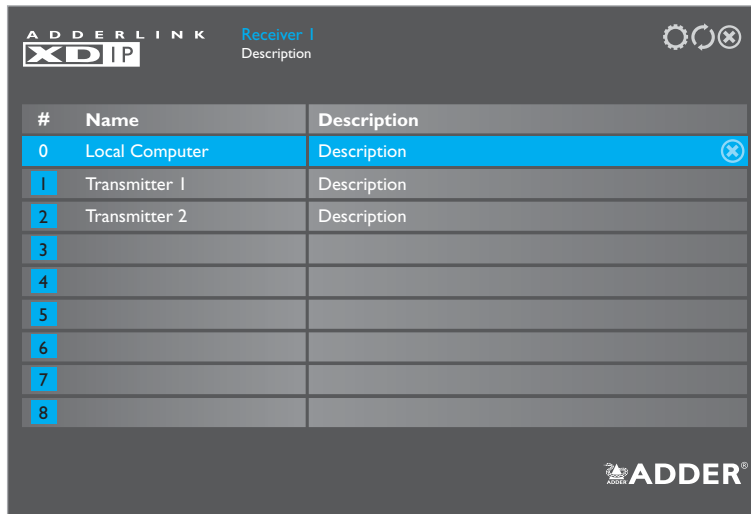
## SWITCHING CHANNELS

### To select a channel (using the channel list)

1 Using the console keyboard and/or mouse on your receiver node, either:

- Use the OSD hotkey: Press and hold CTRL and ALT, then press C \*
- Use the mouse OSD launch (this needs to be pre-configured - see page 21).


The channel list page should be displayed:



- 2 Using the mouse, click the required entry (or use cursor up/down keys and Enter).  
The channel list will disappear and the output of the chosen channel will be shown on your console monitor.
- 3 To change to another channel, repeat steps 1 and 2.

### To disconnect from a channel (using the channel list)

To disconnect your console from the current channel, without switching to another:

- 1 Display the channel list (as above).
- 2 Click the  icon shown next to the currently selected channel.

### To select a channel (using hotkeys)

The quickest way to switch between channels is to use hotkeys. This is where the order of transmitter nodes within the channel list really comes into play.

- 1 Press and hold the CTRL + ALT \* keys,
- 2 Press the number of the required channel (1 to 8 for the transmitters, 0 for the local computer).

The output of the chosen channel will be shown on your console monitor.

### To switch between channels (using hotkeys)

Before you can use this method, you will need to define which keys to use, see page 31. For the purposes of this example, we will assume that the letters L and K have been set for next and previous, respectively.

- 1 Press and hold the CTRL + ALT \* keys,
- 2 Press L to change to the next available channel in the list or K to select the previous one.

### To disconnect from a channel (using hotkeys)


To disconnect your console from the current channel, without switching to another:

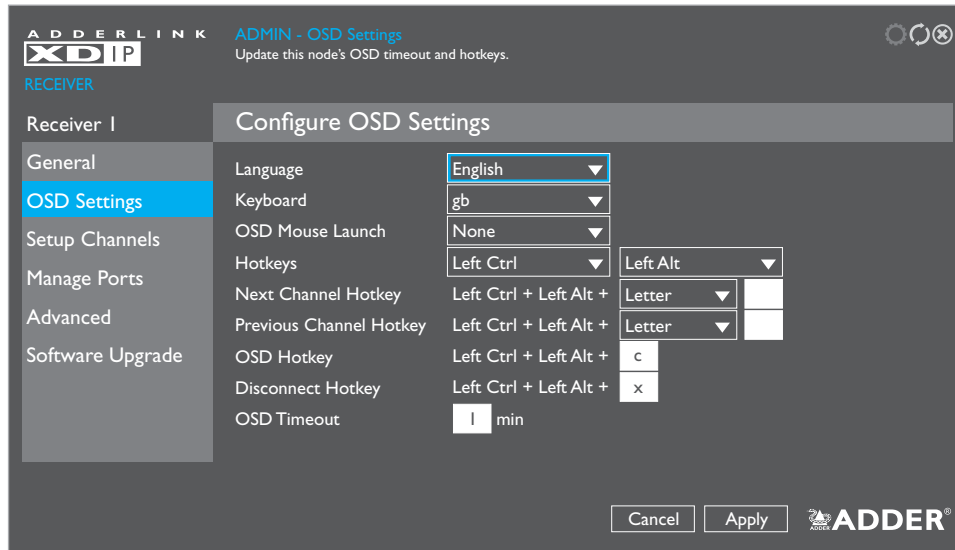
- 1 Press and hold the CTRL + ALT, then press X \*,
- 2 Press the number of the required channel (1 to 8 for the transmitters, 0 for the local computer).

\* Note: The standard hotkey combinations can be changed, see next page

## To set channel switching hotkeys

Hotkey combinations are possible that allow you to change channels without invoking the channel list. The necessary hotkey combinations are not set as standard, but can easily be done so from the OSD Settings page of the receiver's Admin menu.

- 1 Using the console keyboard and/or mouse on your receiver node, press CTRL + ALT + C \*
- 2 Click the  icon in the top right corner to display the opening page of the receiver's Admin menu, you will be requested to enter a valid admin password.
- 3 Choose the OSD Settings option:



- 4 Configure the Next Channel Hotkey and Previous Channel Hotkey combinations.

*Note: When using the Letter option, choose only standard alpha characters and avoid using the characters used for OSD and Disconnect hotkeys. If required, you can change the Letter option to Tab, Backspace, Enter, Space or any of the arrow keys.*

Within this page you can also optionally change the main two hotkeys (Ctrl and Alt).

- 5 Click the Apply button and then the  icon in the top right corner (or press the Esc key on your keyboard) to exit.

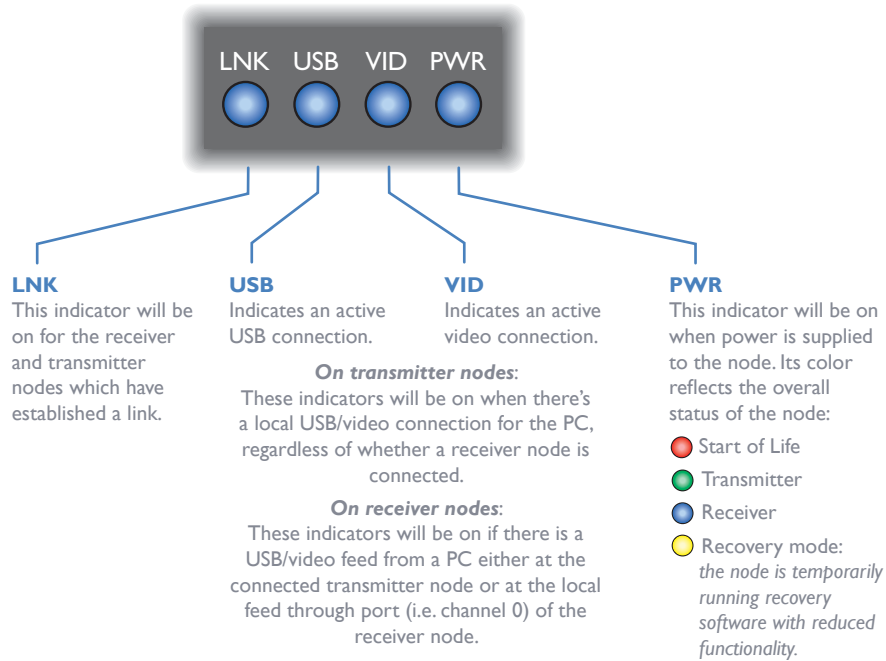


## INDICATORS

The transmitter and receiver nodes contain various indicators to provide you with status information. Both nodes have four red indicators on their front panels.

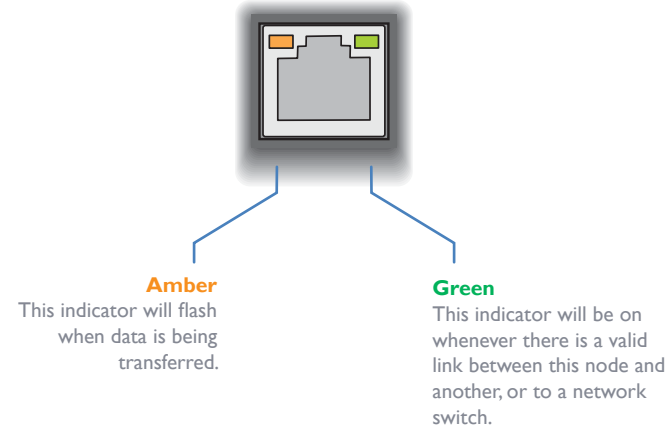
### Front panel status indicators

The status indicators on the front panel of every node provide important feedback on current operation:



### Green and amber status indicators

The indicators on the link port of the node's rear panel provide link status information:



# Further information



This chapter contains a variety of information, including the following:

- Getting assistance - see right
- [Appendix 1](#) - IGMP
- [Appendix 2](#) - Layers
- [Appendix 3](#) - Link cable interference protection
- [Appendix 4](#) - Open source licenses
- [Safety information](#)
- [Warranty](#)
- [Radio frequency energy statements](#)

## GETTING ASSISTANCE

If you are still experiencing problems after checking the information contained within this guide, then we provide a number of other solutions:

- **Online solutions and updates** – [www.adder.com/support](http://www.adder.com/support)

Check the Support section of the adder.com website for the latest solutions and firmware updates.

- **Technical support** – [www.adder.com/contact-support-form](http://www.adder.com/contact-support-form)

For technical support, use the contact form in the Support section of the adder.com website - your regional office will then get in contact with you.

INSTALLATION

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INFORMATION

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## APPENDIX I - IGMP

### Internet Group Management Protocol

Where an AdderLink XDIP transmitter node is required to stream video to two or more receiver nodes, multicasting is used.

Multicasting involves the delivery of identical data to multiple receivers simultaneously without the need to maintain individual links. When multicast data packets enter a subnet, the natural reaction of the switches that bind all the hosts together within the subnet, is to spread the multicast data to all of their ports. This is referred to as Multicast flooding and means that the hosts (or at least their network interfaces) are required to process plenty of data that they didn't request. IGMP offers a partial solution.

The Internet Group Management Protocol (IGMP) is designed to prevent multicast flooding by allowing [Layer 3](#) switches to check whether host computers within their care are interested in receiving particular multicast transmissions. They can then direct multicast data only to those points that require it and can shut off a multicast stream if the subnet has no recipients.

There are currently three IGMP versions: 1, 2 and 3, with each version building upon the capabilities of the previous one:

- IGMPv1 allows host computers to opt into a multicast transmission using a Join Group message, it is then incumbent on the router to discover when they no longer wish to receive; this is achieved by polling them (see IGMP Querier below) until they no longer respond.
- IGMPv2 includes the means for hosts to opt out as well as in, using a Leave Group message.
- IGMPv3 encompasses the abilities of versions 1 and 2 but also adds the ability for hosts to specify particular sources of multicast data.

AdderLink XDIP nodes make use of IGMP v2 and v3 (v3 is used by default unless the XDIP nodes see v2 used by the network, in which case they will automatically drop down to IGMP v2) when performing multicasts to ensure that no unnecessary congestion is caused.

### IGMP Snooping

The IGMP messages are effective but only operate at [layer 2](#) - intended for routers to determine whether multicast data should enter a subnet. A relatively recent development has taken place within the switches that glue together all of the hosts within each subnet: IGMP Snooping. IGMP snooping means these layer 2 devices now have the ability to take a peek at the IGMP messages. As a result, the switches can then determine exactly which of their own hosts have requested to receive a multicast – and only pass on multicast data to those hosts.

### IGMP Querier

When IGMP is used, each subnet requires one [Layer 3](#) switch to act as a Querier. In this lead role, the switch periodically sends out IGMP Query messages and in response all hosts report which multicast streams they wish to receive. The Querier device and all snooping Layer 2 switches, then update their lists accordingly (the lists are also updated when Join Group and Leave Group (IGMP v2 or v3) messages are received).

### IGMP Fast-Leave (aka Immediate Leave)

When a device/host no longer wishes to receive a multicast transmission, it can issue an IGMP Leave Group message as mentioned above. This causes the switch to issue an IGMP Group-Specific Query message on the port (that the Leave Group was received on) to check no other receivers exist on that connection that wish to remain a part of the multicast. This process has a cost in terms of switch processor activity and time.

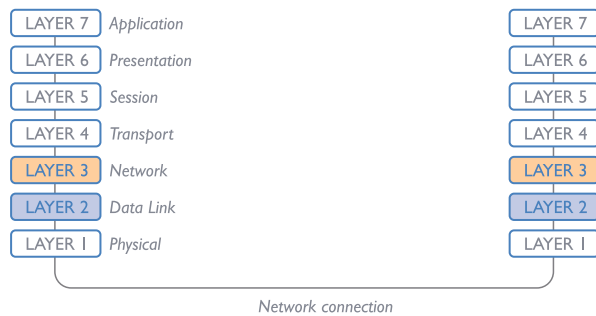
Where AdderLink XDIP nodes are connected directly to the switch (with no other devices on the same port) then enabling IGMP Fast-Leave mode means that switches can immediately remove receivers without going through a full checking procedure. Where multiple nodes are regularly joining and leaving multicasts, this can speed up performance considerably.

## APPENDIX 2 - LAYERS

### Layer 2 and Layer 3: The OSI model

When discussing network switches, the terms Layer 2 and Layer 3 are very often used. These refer to parts of the Open System Interconnection (OSI) model, a standardised way to categorize the necessary functions of any standard network.

There are seven layers in the OSI model and these define the steps needed to get the data created by you (imagine that you are Layer 8) reliably down onto the transmission medium (the cable, optical fibre, radio wave, etc.) that carries the data to another user; to complete the picture, consider the transmission medium is Layer 0. In general, think of the functions carried out by the layers at the top as being complex, becoming less complex as you go lower down.



As your data travel down from you towards the transmission medium (the cable), they are successively encapsulated at each layer within a new wrapper (along with a few instructions), ready for transport. Once transmission has been made to the intended destination, the reverse occurs: Each wrapper is stripped away and the instructions examined until finally only the original data are left.

So why are Layer 2 and Layer 3 of particular importance when discussing AdderLink XDIP? Because the successful transmission of data relies upon fast and reliable passage through network switches – and most of these operate at either Layer 2 or Layer 3.

The job of any network switch is to receive each incoming network packet, strip away only the first few wrappers to discover the intended destination then rewrap the packet and send it in the correct direction.

In simplified terms, the wrapper that is added at Layer 2 (by the sending system) includes the physical address of the intended recipient system, i.e. the unique MAC address (for example, 09:f8:33:d7:66:12) that is assigned to every networking device at manufacture. Deciphering recipients at this level is more straightforward than at Layer 3, where the address of the recipient is represented by a logical IP address (e.g. 192.168.0.10) and requires greater knowledge of the surrounding network structure. Due to their more complex circuitry, Layer 3 switches are more expensive than Layer 2 switches of a similar build quality and are used more sparingly within installations.

## APPENDIX 3 - LINK CABLE INTERFERENCE PROTECTION

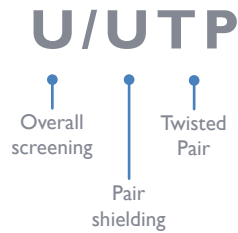
While the Category rating (e.g. CAT 5e, CAT 6a, CAT 7, etc.) determines the electrical performance of a cable, another vital part of the overall cable specification is its protection from interference. As cabling distances and data rates increase, so too does the susceptibility to interference, from both external and internal sources.

Proximity to other electromagnetic sources are the main external threat and these can be subdued using overall screening that surrounds all four of the cable pairs. However, interference is also possible from neighbouring twisted pairs within the same cable and this can be just as hazardous to data integrity. Such *crosstalk* is countered by shielding each cable pair separately.

Within each Category rating, you can specify different combinations of external screening and internal shielding to suit the environment into which the link is being placed.

### Interference protection codes

Interference protection is classified in the following manner:



where

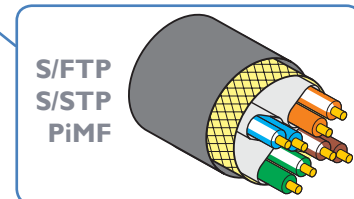
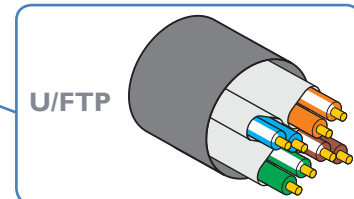
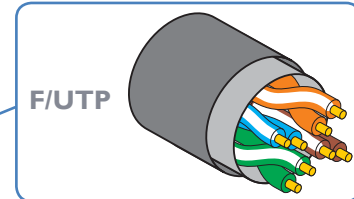
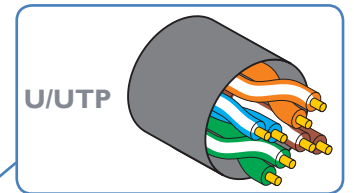
**U** = unshielded

**F** = foil shielding

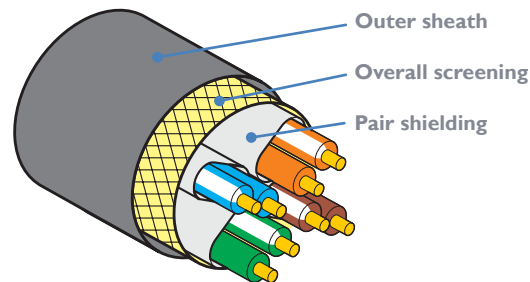
**S** = braided shielding

**PiMF** = Pairs in Metal Foil

Name	Overall Screening	Pair Shielding
U/UTP	✗	✗
F/UTP	✓	✗
U/FTP	✗	✓
S/FTP or S/STP or PiMF	✓	✓



### General cable anatomy



## APPENDIX 4 - OPEN SOURCE LICENSES

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u-boot linux-arm-freescale busybox termcap util-linux udev e2fsprogs  
kobs-ng freetype glib dbus-l qt5 libfftw

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libjwt libdaemon nss-mdns avahi

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Module: libcv

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Standard Version: 1.0, Revision: 1.0

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- - Module: ssm ping
  -
- 

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## SAFETY INFORMATION

- For use in dry, oil free indoor environments only.
- Warning - live parts contained within power adapter(s).
- No user serviceable parts within power adapter(s) - do not dismantle.
- Plug the power adapter(s) into socket outlets close to the node that they are powering.
- Do not use an unearthed power socket or extension cable.
- Do not use a power adapter if its case becomes damaged, cracked or broken or if you suspect that it is not operating properly.
- Replace the power adapter(s) with a manufacturer approved type only.
- If you use a power extension cord with the node, make sure the total ampere rating of the devices plugged into the extension cord does not exceed the cord's ampere rating. Also, make sure that the total ampere rating of all the devices plugged into the wall outlet does not exceed the wall outlet's ampere rating.
- Do not attempt to service the nodes yourself.

## WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT (WEEE)

### Household users only

At the end of its useful life, your product is considered to be WEEE. As such, it is important to note that WEEE is not to be disposed of as unsorted municipal waste. It is to be collected separately such that it can be disassembled so its components and materials can be recycled, re-used, and recovered (burned for energy content in the production of electricity).

Public collection points have been set up by municipalities for the collection of WEEE, free of charge to you. Please return your WEEE to the collection facility nearest your home or office. If you have difficulty locating a collection facility, the retailer that sold you the product should accept your WEEE. If you are no longer in contact with your retailer, please contact Adder Technology Ltd for assistance with this matter.

Recycling of WEEE is geared toward protecting the environment, protecting human health, preserving raw materials, improving sustainable development, and ensuring a better supply of commodities in the European Union. This will be achieved by retrieving valuable secondary raw materials and reducing the disposal of waste. You can contribute to the success of these goals by returning your WEEE to a collection facility.

Your product is marked with the WEEE symbol (wheelie bin with an X through it). This symbol is to inform you that the WEEE is not to be disposed of as unsorted municipal waste.

### B2B Users only

For B2B WEEE collection and reprocessing requirements refer to Adder Technology's Terms and Conditions of Purchase.

## WARRANTY

Adder Technology Ltd warrants that this product shall be free from defects in workmanship and materials for a period of two years from the date of original purchase. If the product should fail to operate correctly in normal use during the warranty period, Adder will replace or repair it free of charge. No liability can be accepted for damage due to misuse or circumstances outside Adder's control. Also Adder will not be responsible for any loss, damage or injury arising directly or indirectly from the use of this product. Adder's total liability under the terms of this warranty shall in all circumstances be limited to the replacement value of this product.

If any difficulty is experienced in the installation or use of this product that you are unable to resolve, please see the [Getting assistance](#) section.



## RADIO FREQUENCY ENERGY

All interface cables used with this equipment must be shielded to maintain compliance with radio frequency energy emission regulations and ensure a suitably high level of immunity to electromagnetic disturbances.

### European EMC directive 2014/30/EU

This equipment has been tested and found to comply with the limits for a class A computing device in accordance with the specifications in the European standard EN55032. In a residential environment, this equipment may cause radio interference.

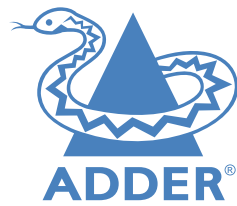
### FCC Compliance Statement (United States)

This equipment generates, uses and can radiate radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio communication. It has been tested and found to comply with the limits for a class A computing device in accordance with the specifications part 15 of FCC rules, which are designed to provide reasonable protection against such interference when the equipment is operated in a commercial environment. Operation of this equipment in a residential area may cause interference, in which case the user at his own expense will be required to take whatever measures may be necessary to correct the interference. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

### Canadian Department of Communications RFI statement

This equipment does not exceed the class A limits for radio noise emissions from digital apparatus set out in the radio interference regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la classe A prescrites dans le règlement sur le brouillage radioélectriques publié par le ministère des Communications du Canada.



Web: [www.adder.com](http://www.adder.com)

Contact: [www.adder.com/contact-details](http://www.adder.com/contact-details)

Support: [www.adder.com/support](http://www.adder.com/support)

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