

User's manual
for monitoring, automation
and remote control module
"Mini-Monster"

(revision 3.0)

Appendix 3

"Server"

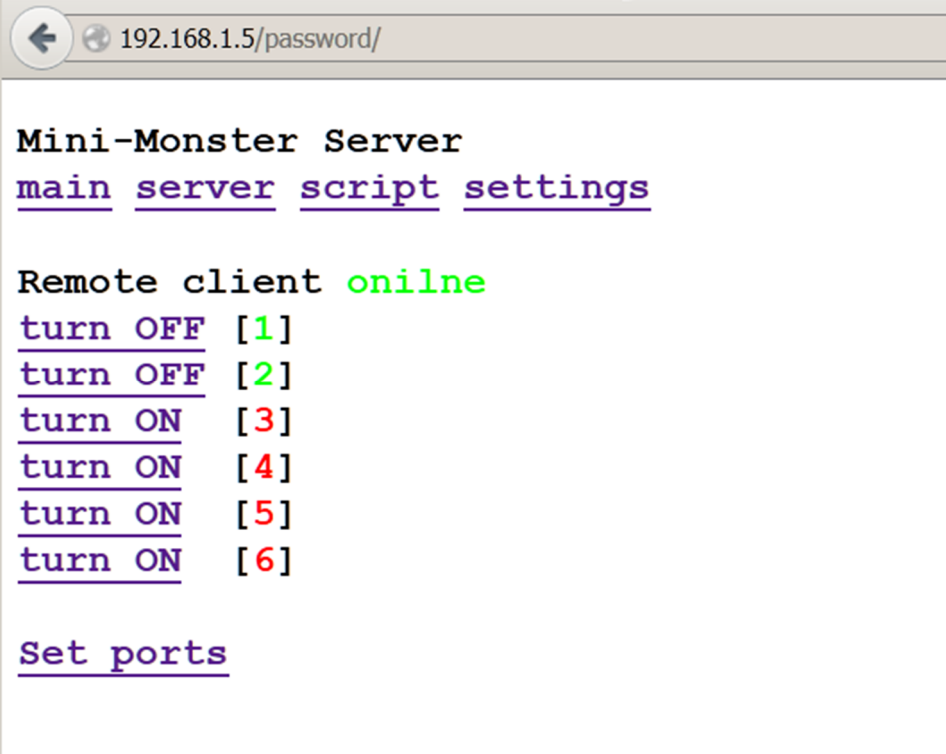
v. 1.1 English

With "Server" function you can control one Mini-Monster with another Mini-Monster directly. It's useful when the "master" device placed far from "slave". For example, temperature sensor and boiler, switch and alarm etc.

"Server" works with "Thermostat", "Humistat", "Scripts" functions. Also you can manually switch ports on the remote MM by "Server's" interface.

"Server" function has full feedback from the remote module.

"Server" module main interface.



```
← 192.168.1.5/password/

Mini-Monster Server
main server script settings

Remote client online
turn OFF [1]
turn OFF [2]
turn ON [3]
turn ON [4]
turn ON [5]
turn ON [6]

Set ports
```

"Remote client" represents current remote module's status. "online" - means that everything is ok. "not found" - can't connect to remote module. "not found(DNS)" - there are DNS resolving problems.

Another string represents remote client's ports current status. Switches at the left control remote client's ports, not local. However, names are local.

Warning:

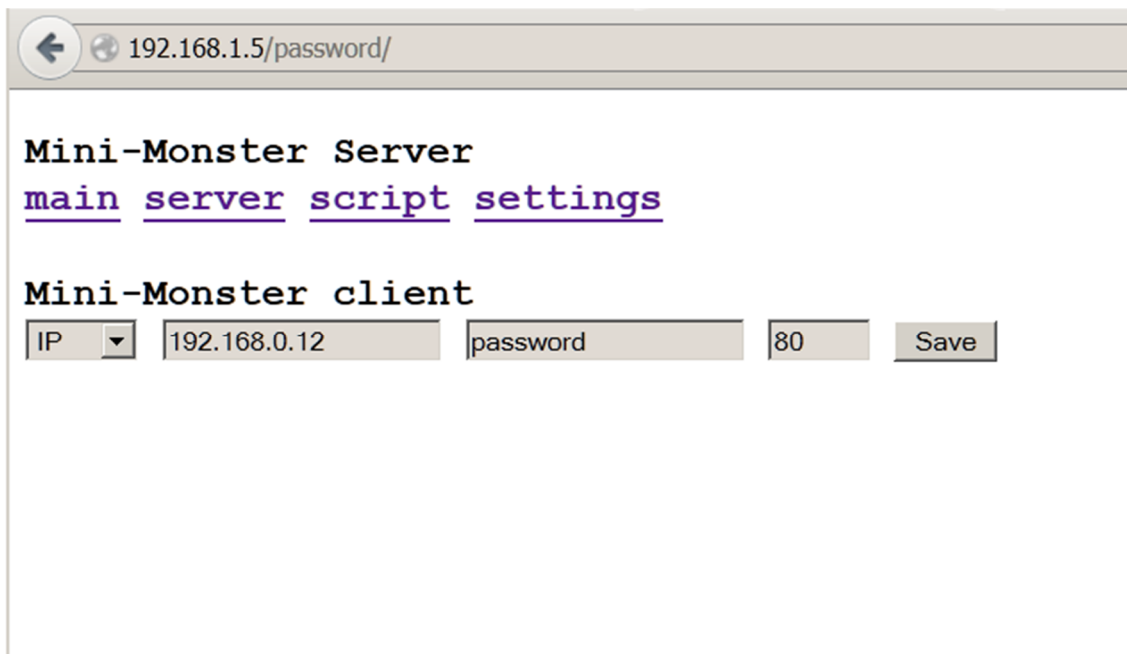
Remote client's port MUST be configured as outputs ONLY. Configuring remote client's ports as inputs may cause unpredictable errors.

If you configure the port on "Server" as input. (for example, to use with "Script" function), you will see current input's status on local ("Server") module. Not remote client's port status as you can see when the port is configured as output.

Please, make sure that the correct gateway is set in "Settings" menu before configuring the Server.

There can be some web-interface freezing during "Server" is working. This is normal.

Server's setting.



192.168.1.5/password/

Mini-Monster Server
[main](#) [server](#) [script](#) [settings](#)

Mini-Monster client

IP

You must set all four parameters:

- **IP** or **DNS** – select IP or DNS.

- **адрес (address)** – IP or DNS (according to choose you made before).
DNS is 64 symbols max.
- **password** – password of the client (Remote module).
- **port** – change it if you know what you doing.