Setting Up a HOBO® ZW Wireless Network Map

You can set up a map of your HOBO ZW wireless network to easily identify the locations and status of the nodes in the network. With HOBOnode Manager in HOBOware®, you can place icons on the Network Map and expand information balloons on the device to view status information and sensor readings. You can also import a custom background image, such as a floor plan.

Overview of Network Map

This is an example of a Network Map. See the descriptions below for details on each map component.
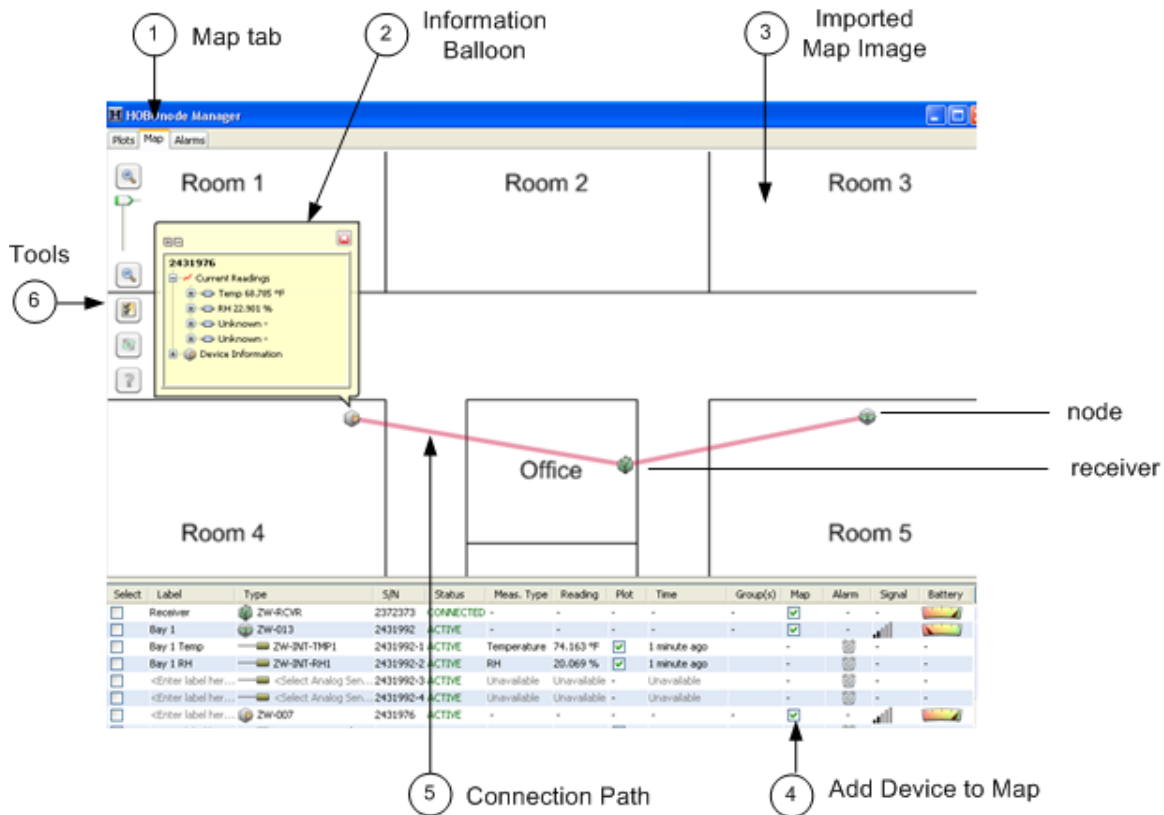
1. Map Tab. To view the Network Map, click the Map tab in HOBOnode Manager.

2. Information Balloons. Click a device in the Network Map to open a pop-up that shows current readings and other device information. To have pop-ups appear automatically, click the Configure Map icon and select "Show Information Balloon when adding new data nodes and on startup." You can also adjust how much information is included in the balloon. See *Configuring the Network Map* on page 3 for more information.

3. Imported Map Image. To customize your map background image, see *Customizing the Network Map Background* on page 4.

4. Add Device to Map. To add a device to the map, check the Map box in the Device Table and then click in the map where you want to place the icon.

5. Connection Path. Lines on the map show the path each device takes to the receiver. You can monitor the communication between a data node and the data receiver by checking the connection paths between devices. If a device has missed a scheduled connection, the path will become a dotted line. To change the path color, see *Configuring the Network Map* on page 3.
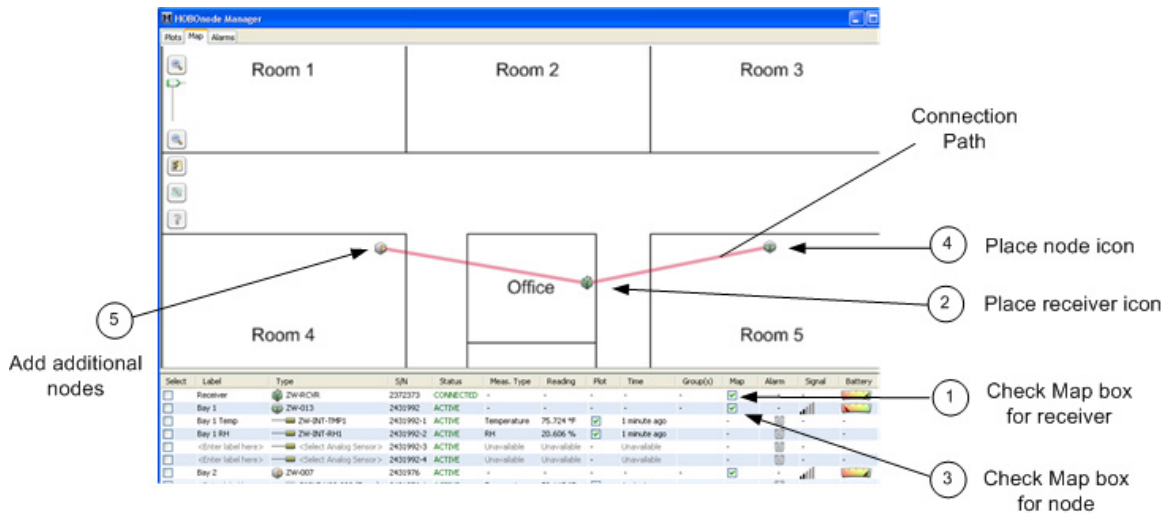
6. Tools. Use the Zoom tools to zoom in and out of the map. Click the Configure Map button to access additional map settings. Use the Refresh Network Paths button to see the latest path that the devices are taking to get to the receiver. Paths can change if a data node is moved or because the original path was obstructed.

Note that if an alarm has tripped on a node, the node icon on the network map will have a red ring around it like this:

Adding a Device to the Network Map

To add a device to Network Map:

1. In the Device Table, check the Map box for the receiver to add it to the map.

2. Move the icon to the location of the receiver and click the left mouse button.

3. Check the Map box for a node to add it to the map.

4. Move the icon to the location of the device and click the left mouse button.

5. Repeat steps 3 and 4 for each node you want to add to the map.

Configuring the Network Map

You can customize the paths and information balloons on the Network Map, and you can use your own

Click the Configure icon in the top left of the Network Map to open the Network Map Configuration window.
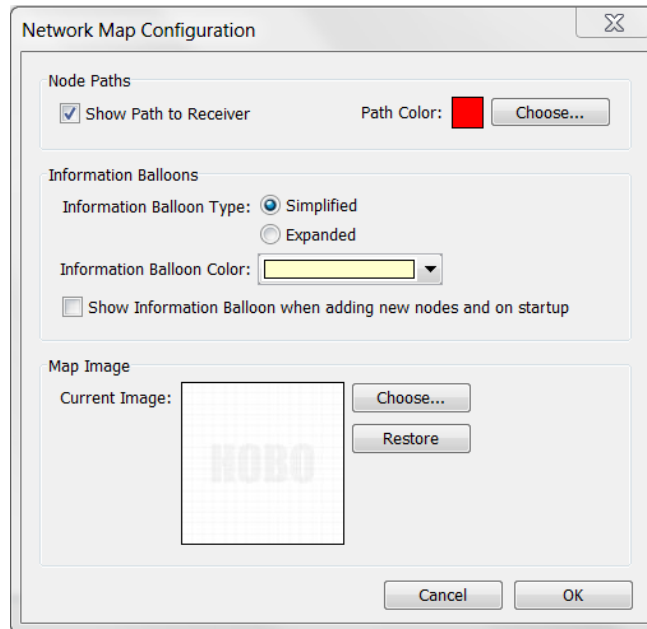
In the Node Paths pane, select the Show Path to Receiver checkbox Paths to show or hide connection paths between nodes. To change the path color, click the Choose button. Select a new color from the Swatches tab, or enter HSB or RGB values and click OK.
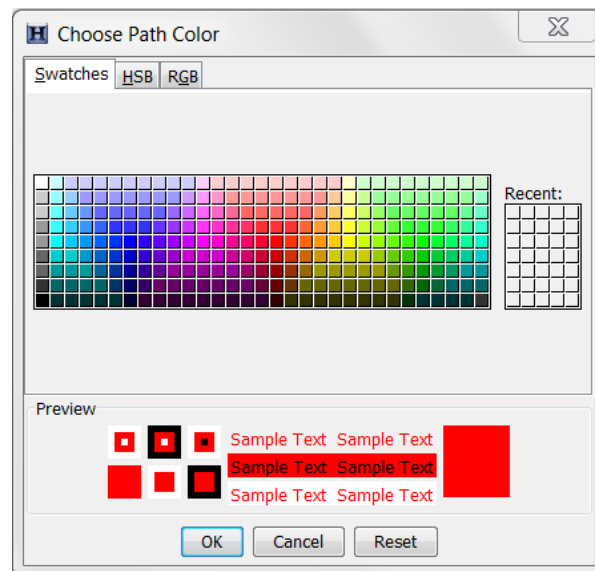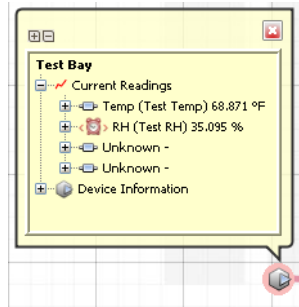

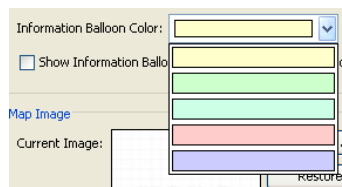In the Information Balloons pane, select the Information Balloon Type, as either:

- Simplified to show only label and readings, or

- Expanded to show all device information.

To change the background color on the balloon, click the Information Balloon Color drop-down arrow and select a color.

Select the "Show Information Balloon when adding new data nodes and on startup" checkbox to automatically display the balloons any time you open HOBOnode Manager or add a new icon to the map.

Customizing the Network Map Background

You can upload a custom image to the Network Map to represent your floor plan.
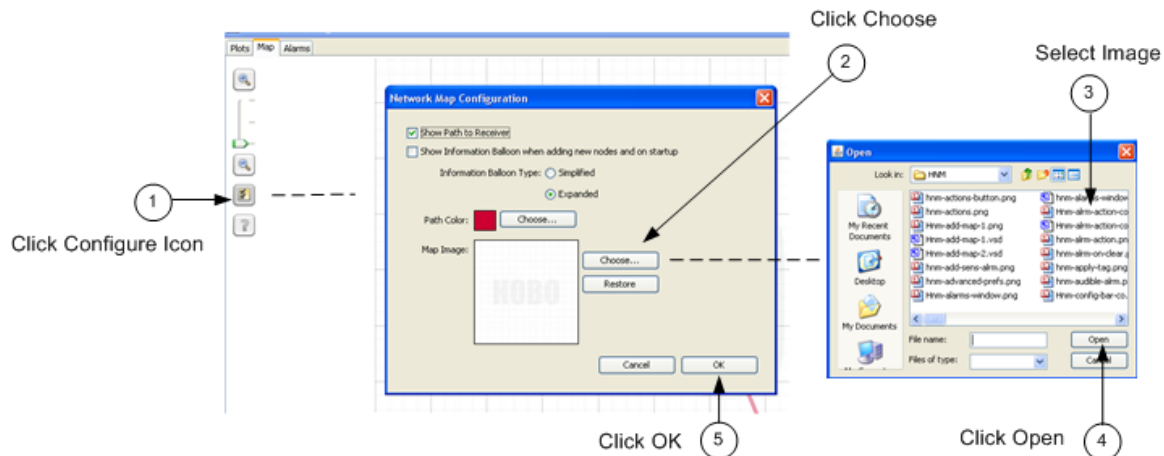
1. Click the Configure icon in the top left corner of the map.

2. Click the Choose button in the Network Map Configuration window.

3. Select the image file from the Open window.

4. Click Open.

5. Click OK to close the Network Map Configuration window and display the new image.

To revert to the default image, click Restore.

If you don't have an image to upload, you can create one using any drawing program following these guidelines:

- There are 3 scale levels available for an image in the Network Map, depending on the size of the image you upload. The larger the size, the more zoom levels you will have.

- 1,000 x 1,000 (minimum size) - 1 zoom level

- 2,000 x 2,000 - 2 zoom levels

- 3,000 x 3,000 (maximum size) - 3 zoom levels

- All images are converted to squares in the Network Map, so for best results your overall image should be a square.

- Inside the main square, add a smaller square or rectangle to roughly represent your building.

- Add squares or rectangles to represent rooms in your building where you will place nodes. Add descriptive labels to each room such as "Office," "Cooler," or "Boiler Room." Some programs will also have other images you can add to the room such as desks and computers to help you narrow the location of the node.

- Set the properties of the image to your desired resolution. For best results enter 4,000 x 4,000 pixels.

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