

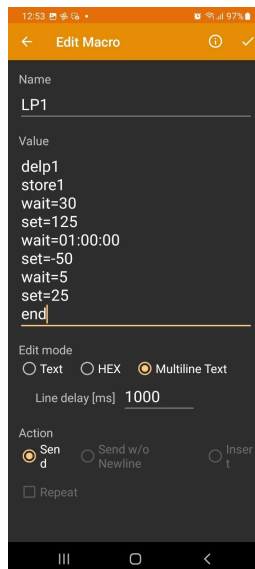
Connect Android to a serial to WIFI adapter

To connect your android phone/tablet to a serial to wifi adapter that has already been added to your network to control a Sun chamber (see procedure on adding serial to wifi adapter to your network if necessary)

1. Supply power to the serial to wifi device and connect the adapter to the chamber using a 3 wire cable or adapter board.
2. Plug the Sun chamber in, turn it on and go into the chamber's SDEF menu and verify the baud rate is the same as the serial to wifi adapter (in this case 38,400).
3. Download and install the free Serial To WIFI terminal program from the Google play store, open the program and click the hamburger menu on left and select "Devices".
4. Click the 'add' or + icon on bottom left to add a serial to wifi device (such as the S2W232 or WF5000B from USConverters.com) **using the IP address and port number listed on the sticker** installed on the device. If the device has already been added, select the device and proceed to step 6.
5. Select the check mark symbol on top right to save this device.
6. From the main menu, select the 'connect' icon on the top right and just to the left of the delete icon (trash can symbol) to connect to the adapter. If the connection is successful, you should now be able to send/receive commands to/from the chamber.

Make sure the chamber is plugged in and powered on (or send the ON command to turn on the chamber), then enter a valid chamber command such as C1?, press the SEND icon to get the channel #1 (chamber probe) reading. See the [EC1x](#) manual for additional commands.

Multi-line text can be saved into macros represented on the bottom row by letters (such as L1, M1 etc). These macros can store local programs (temperature profiles) that can then be uploaded to the chamber and executed using the "RUN" command. To edit a macro, long press the button (labeled M1 or L1) to begin editing. The following is an example of uploading a local program to the chamber:



Select the check mark on the top right of the screen to save and return to the main window. Press the letter of the macro that the LP was saved in, to upload LP1 to the chamber.