

## HOW TO INSTALL AN AXUM CARD INTO THE AXUM RACK

- Install the CRM Card in a physical free slot in the Rack.
- Power On the Rack and wait while its booted up completely.
- Go to the webpage of the rack and navigate to: System Configuration -> MambaNet Node Overview.
- Here you will see all the Active(blue) and Inactive(grey) nodes of the system.
- Look for the grey node which was your old (and now physically out of the system) CRM card. (recognize by the last number of the Unique ID. Convert to hex value to decimal for comparing the number at the back of the PCB).
- If you have found the old node, click with the mouse on the last part of the Unique ID.
- A selection box will open an you now can choose from a list of Active (physical available in the system) CRM monitor cards.
- Select the one which is inserted (it should be only one actually , assuming there is one CRM card inserted).
- And click on Save.
- The configuration of the old card is now applied to the NEW installed CRM card.
- Without doing this procedure the new installed card will do NOTHING! (because the card is not configured. )
- Another option is to manually configure the card.. but this is an easy way to re-use the old configuration and apply it to the new / other installed CRM card.
- This procedure can be used for all types of cards in the rack!.

Oxygen 5 Digital » System configuration » MambaNet configuration

MambaNet configuration									
Address	Unique ID	Node name	Engine	Parent	User level	Default	Config	Objects	
<a href="#">00000001</a>	0001:0004:0044	<a href="#">Rack-Monitor</a>	00000000	0001:000C:000C	None	0	0	212	⊗
<a href="#">00000002</a>	0001:0004:0043	<a href="#">Rack-Monitor</a>	00000000	0001:000C:000C	None	0	0	212	⊗
<a href="#">00000003</a>	0001:0008:0043	Monitor (0001:0004:0010) ▾ Save	00000000	0001:0019:000F	None	0	0	65	⊗
<a href="#">00000011</a>	0001:0001:0010	Monitor (0001:0004:0010)	00000000	0001:000C:000C	None	0	16	108	⬆
<a href="#">00000016</a>	0001:0007:0023	<a href="#">UI-4F 5..8</a>	00000000	0001:0019:000F	None	4	88	120	⬆
<a href="#">00000017</a>	0001:0007:0022	<a href="#">UI-4F 1..4</a>	00000000	0001:0019:000F	None	4	88	120	⬆
<a href="#">00000018</a>	0001:0007:0024	<a href="#">UI-4F 9..12</a>	00000000	0001:0019:000F	None	4	88	120	⬆
<a href="#">00000019</a>	0001:0008:003F	<a href="#">UI-CRMP</a>	00000000	0001:0019:000F	None	0	64	65	⬆
<a href="#">0000001A</a>	0001:0001:007D	<a href="#">Line 9..12</a>	00000000	0001:000C:000C	None	0	16	108	⬆
<a href="#">0000001B</a>	0001:0002:004F	<a href="#">Mic 5..8</a>	00000000	0001:000C:000C	None	0	36	100	⬆
<a href="#">0000001C</a>	0001:0002:0026	<a href="#">Mic 1..4</a>	00000000	0001:000C:000C	None	0	36	100	⬆
<a href="#">0000001D</a>	0001:0001:0042	<a href="#">Line 1..4</a>	00000000	0001:000C:000C	None	0	16	108	⬆
<a href="#">0000001F</a>	0001:0016:003F	<a href="#">PWR 2</a>	00000000	0001:000C:000C	None	0	0	6	⬆
<a href="#">00000020</a>	0001:0016:000E	<a href="#">PWR 1</a>	00000000	0001:000C:000C	None	0	0	6	⬆
<a href="#">00000021</a>	0001:000C:000C	<a href="#">Rack-Backplane</a>	00000000	0001:000C:000C	None	0	0	1833	⬆
<a href="#">00000022</a>	0001:0004:0010	<a href="#">Monitor</a>	00000000	0001:000C:000C	None	8	104	212	⬆
<a href="#">00000023</a>	0001:0017:000F	<a href="#">DD1..4</a>	00000000	0001:000C:000C	None	0	96	252	⬆
<a href="#">00000025</a>	0001:0003:0011	<a href="#">LineOut1..4</a>	00000000	0001:000C:000C	None	0	88	212	⬆
<a href="#">00000026</a>	0001:0014:000E	<a href="#">Rack-DSP</a>	00000000	0001:000C:000C	None	0	0	1	⬆
<a href="#">00000027</a>	0001:0003:0027	<a href="#">LineOut5..8</a>	00000000	0001:000C:000C	None	0	88	212	⬆
<a href="#">00000028</a>	0001:000D:000C	<a href="#">Oxygen 5 MambaNet Gateway</a>	00000000	0001:000C:000C	None	0	0	9	⬆
<a href="#">00000029</a>	0001:0010:000C	<a href="#">Oxygen 5 Learner</a>	00000000	0001:000C:000C	None	0	0	0	⬆
<a href="#">0000002A</a>	0001:000E:000C	<a href="#">Oxygen 5 Engine</a>	00000000	0001:000C:000C	None	0	0	0	⬆
<a href="#">0000002B</a>	0001:0010:000E	<a href="#">Oxygen 5 MambaNet Gateway</a>	00000000	0001:0010:000E	None	0	0	8	⬆