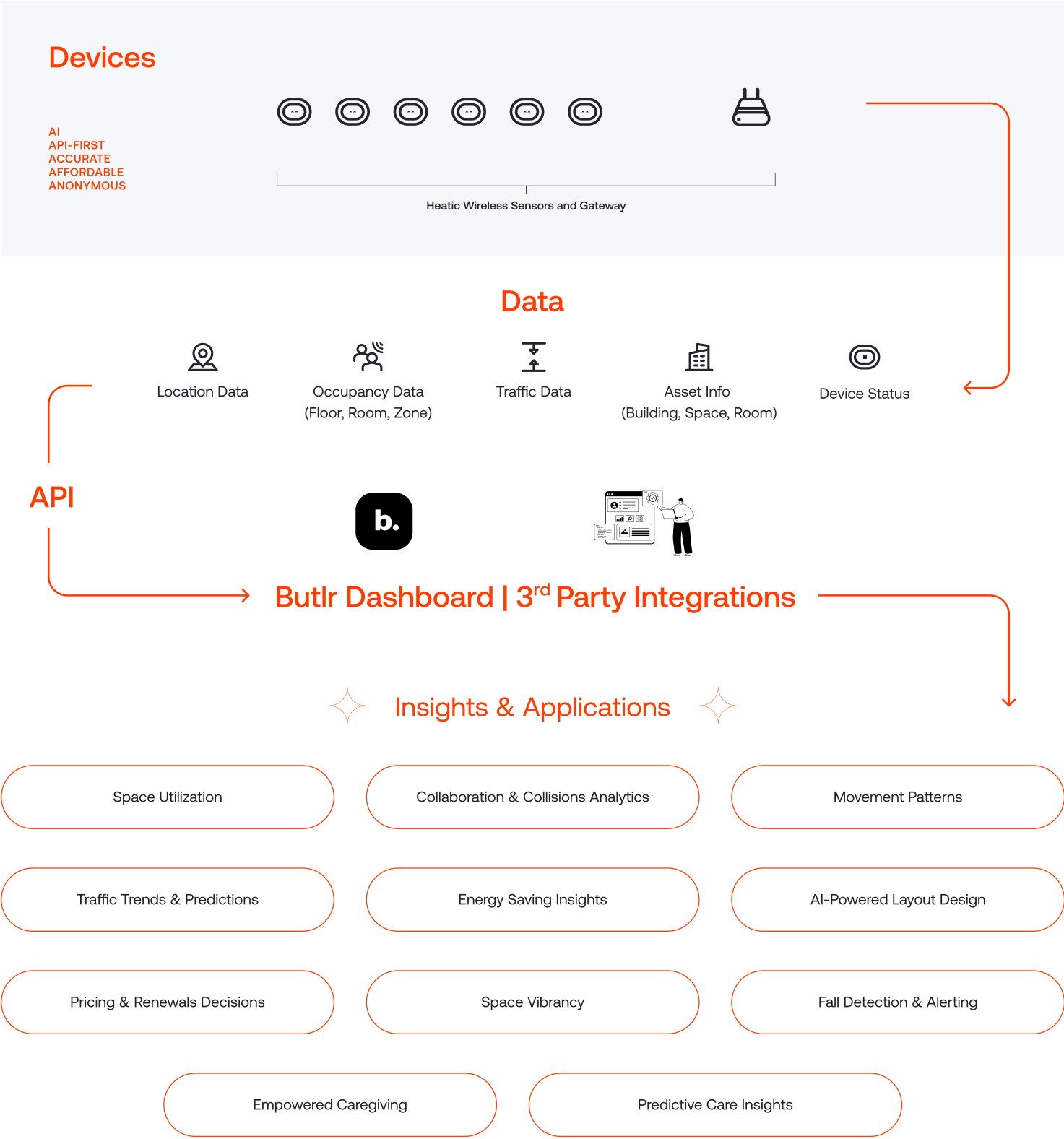
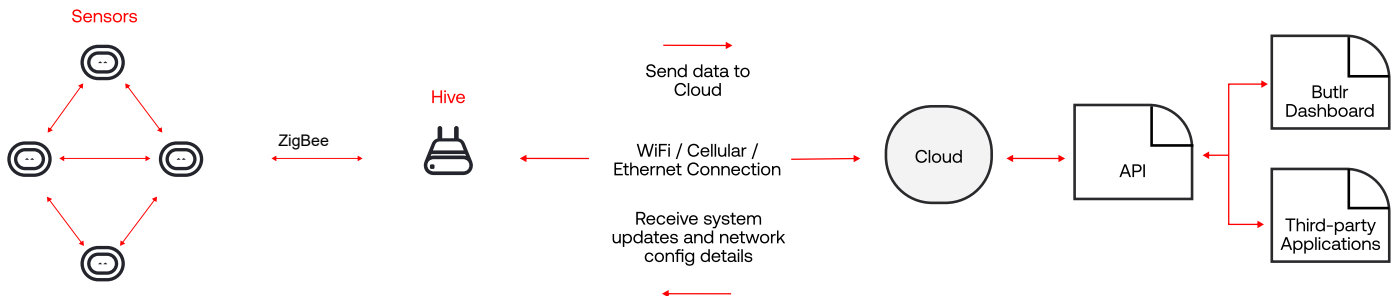


Hive 2 Datasheet

Platform Overview



System Overview

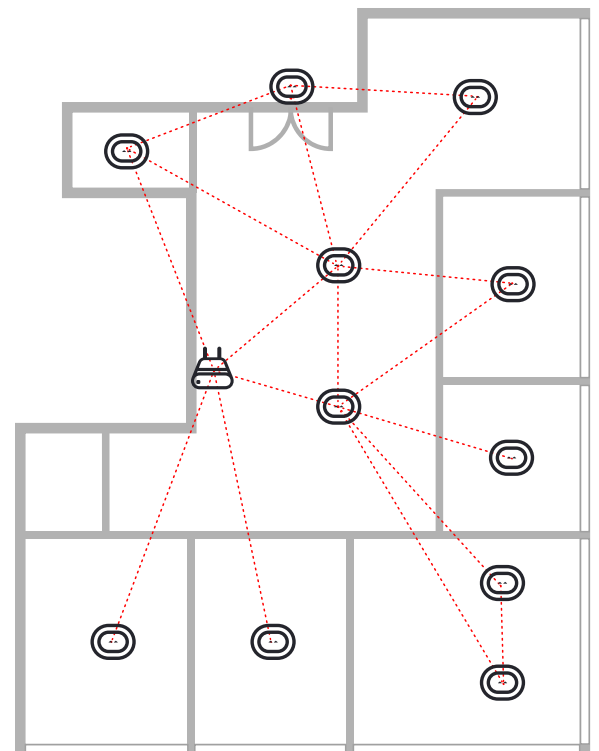


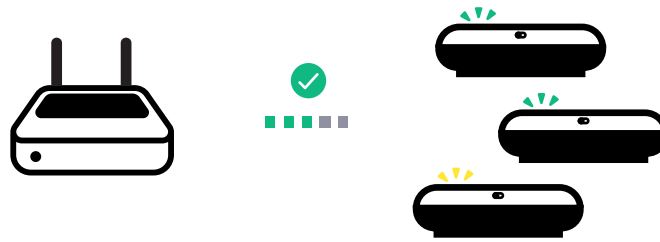
Mesh Network

Heatic Sensors and Hives form a mesh network. The system works best when the distance between devices (from Hive to Sensors or from one Sensor to another) is less than 30 feet (10 meters), this greatly depends on what other devices are working on the 2.4GHz WiFi band in the area.

Device Group

To achieve the best real-time performance, each Hive should not be connected to more than 12 sensors. Specifically, the frame rate limit per device group is 36 frames per second (FPS). Traffic sensors run at 8 FPS, while Presence sensors run at 3 FPS. We recommend grouping devices based on proximity.



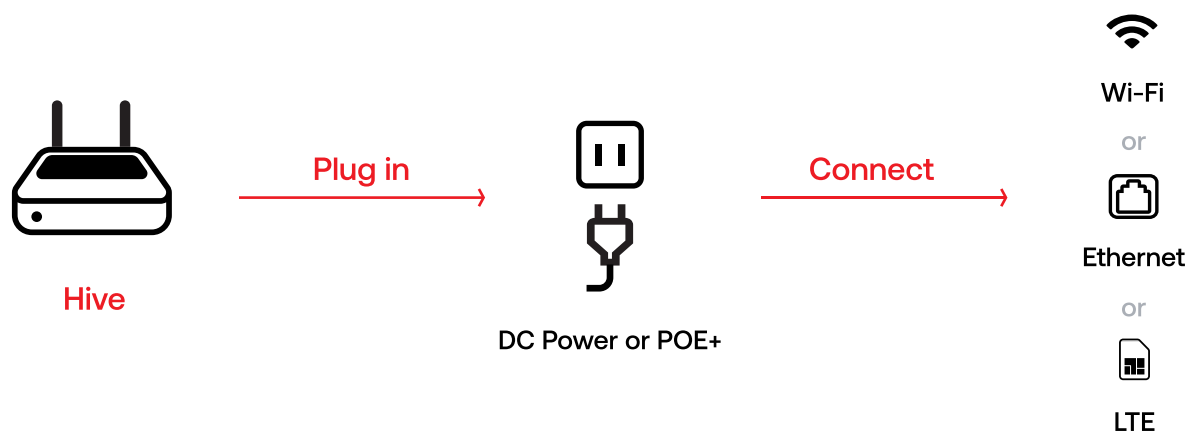


Device Pairing and Configuration

Butlr utilizes a low-power mesh network to facilitate communication between the Hive and Sensors. The system operates in a master-slave configuration, where the Hive acts as the master and the Sensors as the slaves. During the pairing process, devices first identify others within the same network, then pair and establish connections. Once pairing is complete, all devices transition to normal data transfer mode.

Each sensor can be paired with a Hive that shares the same Network ID, transmitting data to the cloud through the Hive. Follow the Hive UI instructions for pairing. For remote pairing and configuration, contact your Butlr representative.

Internet and Power Options



Hardware Overview



Adjustable Mounting Fixtures

Hive 2 features an extendable back mounting plates with keyhole slots for easy wall mounting. Additionally, magnets can be attached to the back for mounting on magnetic surfaces.



Mounting plates extended
for wall mounting



Magnets for magnetic surfaces

Tamper-Proof Cover

Hive 2 is designed with a tamper-proof cover featuring secure screws, preventing unauthorized access. For added data security, customers can also request a lockable RJ45 Port protector to be shipped with the product.



Assembly



01



02



03