

Ag Irrigation Remote Control

Using Arduino-UNO and Digi-Xbee RF

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Feel free to use: no strings attached (text content only / images respectfully referenced)

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1. INTRODUCTION

The “**Ag Irrigation Remote Control**” project’s goal is to provide Radio Frequency (RF) remote control and monitoring abilities to an Agriculture-Industrial 3-Phase 480VAC Irrigation Pump that is typically used in wheel-line and hand-line irrigation setups within the United States.

- ✓ The project implements
 - [Digi Xbee RF](#) radio modules (S3B, 900MHz, 1/4-Watt) which advertises a broadcast range of up to 28-miles (*Practical usage at 2-miles at ground level*)
 - Arduino micro-controller boards, LCD display shields, Zigbee shields, and various discrete devices
- ✓ The project consists of:
 - Hand-Held “[Hand Remote](#)”
 - Pole mounted “[Pump Controller](#)”
 - High-Voltage Control “[Installation Kit](#)” which consists of components to be added to the pumps electrical panel
- ✓ The project is Open Source and its main page Resides at: <https://github.com/tgit23/AglrrigationRemoteControl>
 - Releases (All Finalized Plans, Files and Documentation) can be downloaded at: <https://github.com/tgit23/AglrrigationRemoteControl/releases>
 - This document (most recent version) can be seen at: <https://tgit23.github.io/AglrrigationRemoteControl/AglrrigationPumpRemoteControl.pdf>
 - Pre-Built Purchasing options are available – See the projects main page link above

A. Signal Strength (2-Miles)

- ✓ Standard Signal distance is recommended for usage of up to 2-miles
 - Elevated or higher gain antennas can be purchased to extend this range
 - Test Scenario
 - Pump-Controller mounted 5-feet from the ground on the power pole next to the pump

- Hand-Controller checked inside a moving vehicle (~ 3-feet off the ground)
- Test Environment
 - Houses located on square mile blocks; each mile having approximately 6 to 10 houses per mile
 - Ground level is fairly flat
- Results
 - < 1-mile - Coverage approximately 99% of spot locations (very few spots inside a house will loose signal)
 - 1-to-2 miles - Coverage approximately 90% of spot locations (a few spots inside a vehicle will loose signal)
 - 2-to-3 miles - Coverage approximately 5% of spot locations (very few spots get a signal)
 - 3-to-4 miles - A few signals were obtained at up to 3-3/4 miles away; but spot location was very very temperamental.

B. Features

- ✓ A solid rural 2-Mile range
- ✓ No cellular, FCC licensing or other requirements are needed; Just hook it up and use it
- ✓ A single Hand-Remote can control multiple irrigation pumps
- ✓ Multiple Hand-Remotes can control the same irrigation pump
- ✓ Uses the Pump Panels "AUTO" selection; so it doesn't disturb manual operation of Hand-Off & Start sequences
- ✓ Implements a "Stay-Off" after power losses that is required by power companies
- ✓ Easily expandable to offer Pressure and Water-Level monitoring
- ✓ Built upon mass-produced development boards that can be easily purchased and replaced
- ✓ Hand-Remote settable Alarms (buzzer) to notify user of
 - Power changes - For Example; Alarms when pump shuts down due to a power loss
 - Water Pressure boundaries (if equipped) - For Example; Alarms when pressure drops due to a hose that has fallen off or broken pipe
 - Ditch Water-Level boundaries (if equipped) - For Example; Alarms when water in the ditch is too low or too high

2. INSTALLATION INSTRUCTIONS

This section is a guide to installing the [PUMP-CONTROLLER](#) using the [INSTALLATION KIT](#). If these products were not purchased they can be built by following the [#4.BUILDING INSTRUCTIONS](#) listed in this document.



✓ Installation will require the following **SUPPLIES**

○ Pump-Controller

- The white box shown on the right in the picture above
- Including the attached Antenna, Cable and 4-pin plug ending

○ Installation Kit (Including the following items)

- A 3-Phase Power Supply attached to a DIN rail
- 480VAC Input to 24Vdc Output
- A Solid State Relay (SSR) attached to a DIN rail
 - 480VAC (or higher) Load Voltage and 5Vdc Input
- 12-feet of RED 600V 16-Gauge or heavier THHN or MTW wire
- 4-feet of GREEN 600V 16-Gauge or heavier THHN or MTW wire
- A Pump-Panel Exit Cable
 - A 4-pin plug ending attached to (3) 4ft 600V rated wires
 - Yellow plug wire → Orange Hookup wire (+Vdc)
 - Black plug wire → Brown Hookup wire (-Vdc)
 - White plug wire → Blue Hookup wire (SSR-Control)
 - Green plug wire → Unused (None)
- (2) #8-32 x 1/2" Machine Screws
- (1) Wood screw for mounting the PUMP-CONTROLLER to a pole

✓ Installation will require the following **TOOLS**

- Personal protective gear (e.g. insulated/flash protection clothing)
- Voltmeter - that reads up to or beyond 500VAC
- Cordless drill
- Wire strippers and cutters
- #1 Phillips and #1 Flat head screw drivers
- Center Punch
- #29 (9/64") Drill Bit
- #8-32 Threading tap

A. Electrical Panel Introduction

Read through the following section to gain general knowledge on the items within the pumps electrical panel.

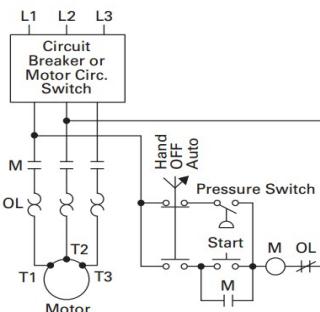
Most 3-phase irrigation pumps that do not have variable frequency drives(VFD) or inverters are setup similarly. Below is the details of a pumps electrical panels as an **example or reference** to the pumps power circuit. This information was gathered to determine the wiring and power needed to control the pumps power.

Type 3R Industrial Pump Panel—
C440 SSOL



Wiring Diagram

Typical Wiring Diagram



✓ **Wiring Diagram Description**

- **L1, L2, L3** - Are the three HOT wires of the 3-Phase Power (480VAC) going through the main breaker
- **M** - The Starter Contactor (example picture below) contains:
 - Activation Coil - Represented by the **M-Circle** in the wiring diagram just right of the Start Button (this Activates the "Hammer" Switch)
 - The Activation Coil resides "inside" the "Starter Contactor" Assembly; but can be removed by disassembling the unit.
- Main Contacts - The **M-Contacts** (-||-) that connects the L1,L2,L3 lines → OL (Overloads) → Motor (Sometimes called the "Hammer")
 - The Main Contacts are significant part of the "Starter Contactor" as a whole unit.



- Hold Contact - Represented by the **M-Contact** (-||-) wired in parallel and just below the Start Button
 - The Hold Contact "LOCKS" the Activation coil ON when the Start-Button is pressed.
 - The Hold (sometimes referred to as an Auxiliary Contact) clamps onto the side of the "Starter Contactor"
 - As shown in picture above as the clamped on the right unit with a Grey square center.

○ **Hand, Off, Auto** Switch

- In the wiring diagram above; the Hand-Off-Auto selector switch is in the "Auto" position where it is then connected to a Pressure Switch
- The Solid State Relay, that is part of the Installation kit, will be attached where this "Pressure Switch" is shown in the diagram.



✓ Description of Operation

*When **HAND** is selected the "control circuit" (L1 → L2 loop) is still open until the Start Button is pressed. When the Start button is pressed it activates the (M) Activation Coil which in-turn activates the "Hold Contact" (the --| |-- in parallel to the Start Button). This right-side contactor holds the "control circuit" closed until there is a power failure bump or the Hand-Off-Auto Switch breaks open the circuit loading the (M) activation coil.*

*This Projects SSR-Relay will be connected where the "Pressure Switch" is shown in this wiring diagram and will use the **AUTO** switch selection. This setup will require that the Arduino **NOT re-activate** power after a power failure has occurred until a specified time delay or turned back on. The click in HAND circuit is setup so the power company can re-activate power after a power failure without the over-load of all motors kicking on at the same time.*

✓ Checking Amperage Limitations

- Activation Coil Amperage can be gotten by looking up the "Starter Contactor" specification sheet, for example;
 - See Page 9 "AC COIL DATA" for NEMA Size #2 Shows 230VA(Volt-amperes which is $VA=V^*A$) so $230VA/480Vac = 0.479Amps @ 480V$
 - The Solid State Relay in the Installation Kit can supply up to 10A; So it is well equipped to handle much larger Starter Contractors.

✓ Links to more information

- http://www.eaton.com/ecm/idcplgdcService=GET_FILE&allowInterrupt=1&RevisionSelectionMethod=LatestReleased&noSaveAs=0&Rendition=Primary&dDocName=998056282226
- <http://www.eaton.com/Eaton/ProductsServices/Electrical/ProductsandServices/AutomationandControl/EnclosedControl/NEMA/PumpPanels/index.htm>

B. DIN-Rail Mounting

BE SURE THE MAIN BREAKER IS TURNED OFF AND CAREFULLY CHECK THAT THERE IS NO VOLTAGE ON THE OUTPUT OF THE MAIN BREAKER WITH A PROPER METER!!! 480VAC is deadly; and can cause severe flash burn and/or death. (e.g. A meter on the wrong setting can "flash" explode causing "flash" burns on you even at a distance away). I DISCLAIM ANY AND ALL RESPONSIBILITY FOR ANY RISKS, HARMS, INJURIES OR PROPERTY DAMAGE THAT WAS A RESULT OF FOLLOWING ANY INSTRUCTION IN THIS MANUAL.

See <https://www.youtube.com/watch?v=6hpE5LYj-CY>

1. Check your volt meter

- Before leaving to install; check that your volt meter is working by plugging it into a household outlet (Use the same setting >500 VAC)
- Make sure the probes are plugged into their correct spots on the meter
- Do not make any more changes to the volt meter after testing its correct operation.

2. Follow safe practices

- Never turn ON the main breaker with the panel open
- Never stand in front of the panel while turning on the main breaker (flash explodes will often blow the front panel clear off) - stand at the side
- Never work in the same side of the box where the live wires (feed wires) exist – generally at the top of the box
- Always stand as far away as you can

3. Prepare for Installation

- Switch the Main Breaker to OFF from the outside of the pumps electrical panel
- Open the pumps electrical panel
- Double check your voltmeter setting – Never measure for 480VAC with a lower setting; it will cause many meters to flash explode
- With leather gloves on, very carefully making sure not to wiggle the probes out of place, measure the following voltages
 - From the bottom of the Main Breaker; Measure voltage between each of the 3-connectors (They should all be 0V)
 - From the bottom of the Main Breaker; Measure voltage between each of the 3-connectors and the ground metal of the electrical panel (0V)

4. Plan a location inside the Electrical Panel for the Power Supply and SSR mounted on the DIN rail

- Requires approximately a 6" Wide x 6" Tall x 6 1/2" Deep envelope
- Find a location as far away from other hot wires as possible (eliminate the risk of a loosened wires falling and touching a low-voltage wire)
- Preferably a location at the bottom of the box where the exit plug can quickly drop out of the box.

5. Mount the DIN Rail

- Hold the DIN Rail in the desired location and punch the metal through easily accessible mounting slots in the DIN Rail on both ends
- Drill two holes in the punch markings (Bit Size #29 – 9/64" - 0.1360")

- c) Tap-thread the two holes just drilled (#8-32 threading tap)
- d) Hold the DIN rail in place and fasten it with (2) #8-32 machine screws

6. Attach (If taken off) the Power Supply and Solid State Relay to the DIN Rail

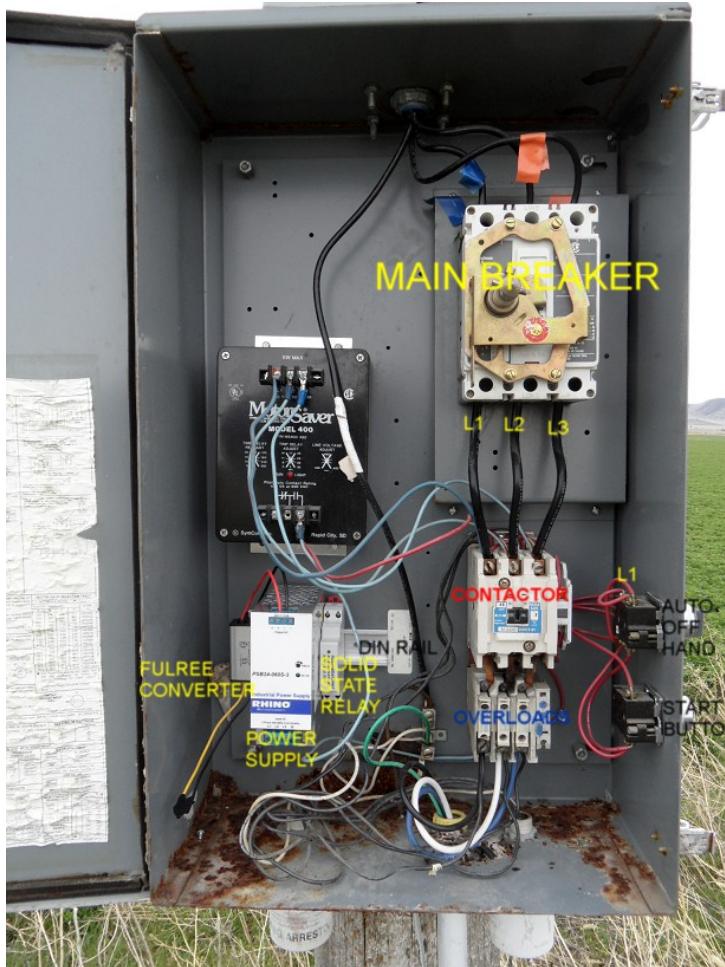
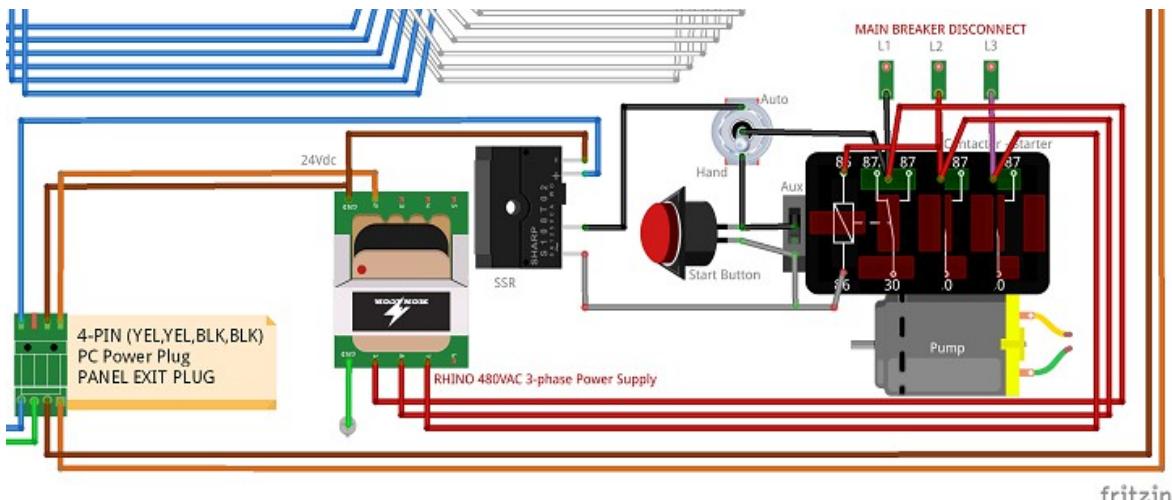


Illustration 1: Note; the Fulree Converter pictured IS NO LONGER USED

C. Pump Panel wiring

NOTICE: All wiring in this section should be done with 600V rated wire



1. Wire the 480VAC 3-Phase Power Supply attached to the DIN Rail

a) Using **RED wire**; connect Power Supply Terminals **L1, L2, L3** to the top terminals of the Contactor (i.e. Starter / Hammer) L1, L2, L3 terminals
 • Often this is easiest to do by wiring to a "Motor Saver" unit that is already wired to L1, L2, L3 if your panel has one

b) Using **GREEN wire**; connect Power Supply Ground (Ω) to a bolt or terminal connected to the panels back-plane

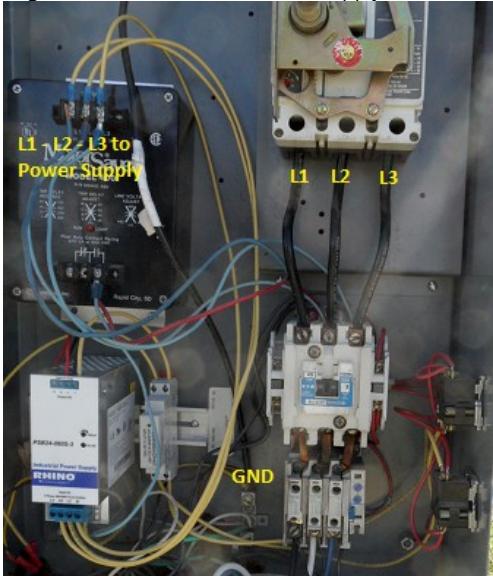
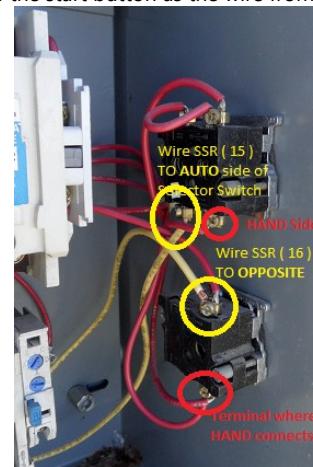
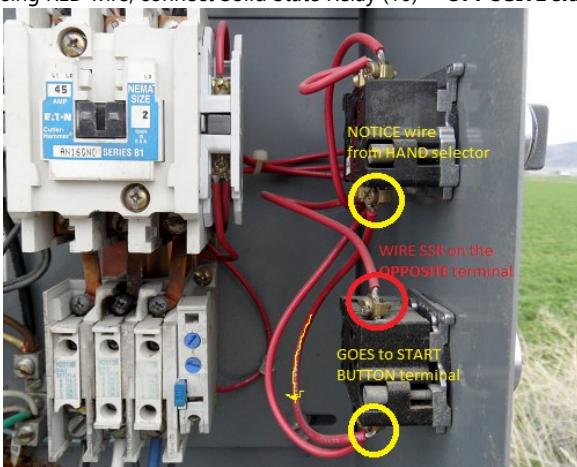


Illustration 2: All wires being yellow (Use colors in instruction)

2. Wire the Solid State Relay attached to the DIN Rail

- a) Using RED wire; connect Solid State Relay (15) → **AUTO** Terminal of the HAND-OFF-AUTO switch (*Typically the only unused terminal*)
 b) Using RED wire; connect Solid State Relay (16) → **OPPOSITE side** of the start button as the wire from the HAND-OFF-AUTO to the Start Button



3. Wire in the Pump-Panel **Exit Plug**

- With the **Plug end** of the [Exit Plug](#) outside the box; insert the wires through a bottom hole in the Pumps Electrical Panel
- Connect the
 - **Orange wire → 24Vdc(+)** of the Power Supply
 - **Brown wire → 24Vdc(-)** of the Power Supply
 - **Blue wire → (A1)+** of the Solid State Relay
- Verify that a **BROWN** wire already exists from **24Vdc(-)** of the Power Supply → **(A2)-** of the Solid State Relay



4. Close the Electrical Panel – Panel Control installation is now complete

- Wait until after installing the Pump-Controller before turning the breaker back on.

D. Pump-Controller

- Plug the [PUMP-CONTROLLER](#) into the [Exit Plug](#) installed in the steps above.
- Attach the [PUMP-CONTROLLER](#) box to the power pole using a wood screw at the desired height up the pole.

E. Testing

- Turn the Electrical Panel Breaker ON.
- Switch the Hand-Off-Auto switch to AUTO.
- Using the [HAND-REMOTE](#) Device
 - Find the Menu-Item "Power" for the Pump-Controller Device just installed
 - Press (→) to 'SET->' and then UP/DOWN to set to ON
 - Press the square 'Enter' button – The pump should start running
 - While still on the "Power" Menu-Item; Press (→) till 'SET->' and then UP/DOWN to set to OFF
 - Press the square 'Enter' button – The pump should shut off

3. OPERATING INSTRUCTIONS

A. Introduction

The [HAND-REMOTE](#) display has a **Top Row** and a **Bottom Row**

✓ **Top Row** (i.e. The Status Row – not changed directly)

- On the Left - The [Device](#) (Unit) that is currently under control or being monitored
- On the Right - The Alarms currently active (Alarm ID identifying letters)

✓ **Bottom Row** (i.e. The Control Row – changes are made directly on this row)

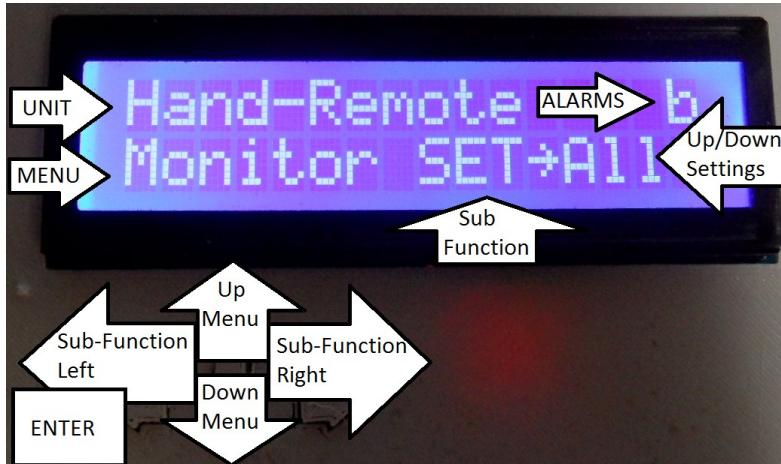
- On the Left - The current [Menu-Item](#) (*Up-Down Arrows Change Item*)

o In the Middle

- If it is (=)
 - If it is (SET→)
 - If it is (<!)
 - If it is (=!)
 - If it is (>!)
 - If it is (≠!)
- The current Action/Function to be applied to the Menu-Item (**Right-Left Arrows Change the Function**)
- Function; **Read** Value for the current Menu-Item (This can also be thought of as the "Main Menu")
 - Function; **Set** A New Value for the current Menu-Item
 - Function; **Low Alarm** value; A "too-low" numerical value that will trigger an alarm
 - Function; **Low Alarm** option; A "is-equal-to" option that will trigger an alarm
 - Function; **High Alarm** value; A "too-high" numerical value that will trigger an alarm
 - Function; **High Alarm** option; A "not-equal-to" option that will trigger an alarm

o On the Right

- The function Value (of or for) the Device (**Up-Down Arrows Change the SET and/or ALARM VALUES**)

**B. Display Table**

- ✓ Maneuvering the display items can be represented as a table like the one shown below

- o The "Location" Column is NOT part of the Display Menu; It shows where the item is **wired** to the Pump-Controller Hardware (if applicable)
- o Disabled items are Skipped when maneuvering through the display table

		SUB-FUNCTIONS (← LEFT // RIGHT →)					Location
	Device	MENU ITEMS (=) Up/Down Items ENTER to refresh	SET (→) Up/Down Changes ENTER to Apply	LOW ALARM (=!) (<!) Up/Down Changes ENTER Toggles On-Off	HI ALARM (≠!) (>!) Up/Down Changes ENTER Toggles On-Off		Wire to PIN (NOT for Display)
Menu-Items (UP DOWN)	Hand-Remote	Battery(B)	DISABLED	(<!) When less than	(>!) When greater than	A1	
	Ditch Pump	Power(P)	(SET→) On (SET→) Off	(=!) Equals "On" (=!) Equals "Off"	(≠!) Not Equal "On" (≠!) Not Equal "Off"	D7	
	Ditch Pump	Water (L)	DISABLED	(<!) When less than	(>!) When greater than	V64(Trig=D4,Echo=D5)	
	Ditch Pump	Pressure(R)	DISABLED	(<!) When less than	(>!) When greater than	A3	
	Canal Pump	Power(P)	(SET→) On (SET→) Off	(=!) Equals "On" (=!) Equals "Off"	(≠!) Not Equal "On" (≠!) Not Equal "Off"	D7	
	Canal Pump	Pressure(R)	DISABLED	(<!) When less than	(>!) When greater than	A3	
	Canal Pump	Pressure(S)	DISABLED	(<!) When less than	(>!) When greater than	A4	

* Note: V64 is Virtual Pin #64; Virtual Pins are memory spaces inside the Pump-Controller and therefore the Pump-Controller firmware actually identifies the connecting pins. This is used when Pump-Controller processing is done before a legitimate value can be determined.

C. Alarms

- ✓ Alarms check read/monitored values against desired values (Low / High boundaries) and notifies the user (buzzing) if boundaries are violated

- o Some menu items will have alarms while others will not – this is configured in the firmware and should be on a use-case scenario
- o Anytime a button is pressed an active alarm (buzzing) will quite until "idle-monitoring" is started again (No button press for 30-seconds)
- o To permanently shut off the active alarm (buzzing) the alarm itself must be turned 'OFF'

- ✓ Alarms can be either turned ON or OFF

- o ON alarms are identified by the single character in the Top-Right of the Display
- o Alarms are switched from ON → OFF or OFF → ON by

- Press UP/DOWN until the Menu Item you'd like to turn an Alarm On/Off for - is selected
- Press RIGHT button to select which alarm to turn On/Off; Either the Low Alarm (!=, <) or the High Alarm (!=, >)
- Press ENTER button to Toggle the Alarm On/Off (An On-Alarm goes Off; An Off-Alarms goes On)

✓ To Set an alarm **value**

- Press UP/DOWN until the Menu Item you'd like to set an alarm boundary for is selected
- Press the RIGHT button as many times as it takes to see one of the following indicators in the Middle of the Bottom Row
 - (!=) - Sound an alarm if the value becomes EQUAL to the one indicated
 - (!=) - Sound an alarm if the value does NOT-EQUAL equal the one indicated
 - (<!) - Sound an alarm if the value becomes LESS-THAN the one indicated
 - (>!) - Sound an alarm if the value becomes GREATER-THAN the one indicated
- Use the UP/DOWN buttons to select the comparison value or option
 - For Numerical values; Holding the UP/DOWN button for more than 5 counts will increase or decrease the value by 10
- Press ENTER button to apply the selected comparison value (Note; Applying a value will also Toggle the On/Off status of the Alarm)

✓ Notes

- When the Hand-Remote loses signal the alarms are shut-off automatically until signal is restored
- The Battery alarm will disable at any reading under 550. This prevents the battery from alarming while being powered by USB.

4. BUILDING INSTRUCTIONS

This section shows how the [HAND-REMOTE](#), [PUMP-CONTROLLER](#) and [INSTALLATION KIT](#) are built. It can be used to build your own setup by purchasing the individual pieces and assembling them yourself. It can also be used for troubleshooting problems or issues that may arise.

4.1 Bill Of Materials (BOM) = \$240

For a per device itemized listing see [#4.2.Hand-Remote \(\\$69.60 \)outline](#), [4.3.Pump-Controller \(\\$81.80 \)outline](#) or [#4.4.Installation-Kit \(\\$98.07 \)outline](#)

Note: The itemized prices include the PLA plastic filament costs for 3D-Printing and thus adds up to \$249.47 instead of \$240.

A. Pump-Panel Components (\$91.50)



(1) RHINO switching Power supply
320-600 VAC input, 3-phase
24 VDC output, 60W, 2.5A
35mm DIN Rail mountable

[AutomationDirect.com](#) (\$59.00/ea)



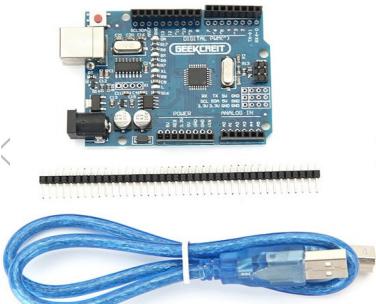
6" of DIN rail
Slotted, 35mm, 10 mm height
For mounting Power Supply and SSR of each Pump

[AutomationDirect.com](#) (\$8.00/2x 1-Meter Pieces)



(1) Solid state relay
3-32 VDC input
480VAC or higher SPST, N.O., SCR, 10A
35mm DIN-rail, Random type

[AutomationDirect.com](#) (\$24.50/EA)

B. Electronic Control (\$26.53)

(2) UNO R3 Atmega328P Development Board with Male Pin Header and USB Cable

[AliExpress.com](#) (\$3.55/EA)

(1) for each [HANDREMOTE](#)

(1) for each [PUMPCONTROLLER](#)



(1) Keypad Shield Blue Back-light for Arduino Robot LCD 1602 Board

[ALIEXPRESS.COM](#) (\$2.46/EA)

(1) Display for each [HANDREMOTE](#)

[Wiki Schematic Layout](#)



(2) Zigbee Shield RF Wireless Module Expansion Board for Arduino Xbee

[ALIEXPRESS.COM](#) (\$2.20/EA)

(1) for each [HANDREMOTE](#)

(1) for each [PUMPCONTROLLER](#)

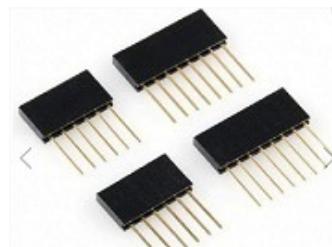
[Schematic Tutorial](#)



(15) 2x Pin Plug-in Screw Terminal Block Connector 5.08mm Pitch External I/O connections

[BANGGOOD.COM](#) (\$2.15 / 20PCS)

(15) for each [PUMPCONTROLLER](#)



(1) 2-PIN Male – Zigbee → Perfboard POWER
(1) 4-PIN Female – Perfboard → Zigbee POWER

(2) 6-PIN Male – Zigbee I/O → Perfboard

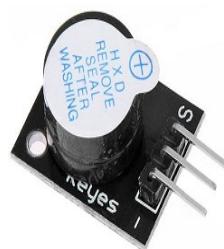
(1) 4-PIN Female - Zigbee->Perfboard RX/TX



(1) Black Snap-in On/Off Rocker Switch

[Aliexpress.com](#) (\$0.86 / 5pcs)

(1) for each [HANDREMOTE](#)



(1) Active Speaker Buzzer Alarm KY-012
With (S)ignal on the Right Side
[Aliexpress.com](#) (\$0.60 / ea)
(1) for each [HANDREMOTE](#)

5PCS



(1) LM2596 Power Supply Output 1.5V-35V
DIY Part Modules
[AliExpress.com](#) (\$0.94 / ea)



(1) FR-4 Double Side 50cm x 70cm Prototype PCB Printed Circuit Board

[Aliexpress.com](#) (\$1.48/ 4pcs)

(1) for each [PUMPCONTROLLER](#)



(2) Resistors

1 valued at 1/3 the other (10K-Ohms or higher)

[Banggood.com](#) (\$2.28 / 300pcs)
(2) for each [HANDREMOTE](#)



(2) #8-32 x 1/2" Machine Screws
(5) #2 1/4" Screws

[BoltDepot.com](#) (# 2x1/4" \$0.05/ea)

[BoltDepot.com](#) (#8-32x1/2" \$0.05/ea)

(Total: \$0.35)



(~10) Heat-Shrinking Tubes

[AliExpress.com](#) (\$3.12 / 328pcs)

C. RF Electronics (\$91.32)

(2) Xbee-Pro 900Hp S3B Digimesh, 900Mhz, 250Mw, Rpsma Connector, 200Kbps



(2) Antenna Helical 3dB Gain 900MHz

<https://www.arrow.com/en/products/xbp9b-dmst-002/digi-international> (\$39.00/EA)

(1) for each [HANDREMOTE](#) and (1) for each [PUMPCONTROLLER](#)

<https://www.arrow.com/en/products/w1063/pulse-electronics-corporation> (\$6.66/ea)

(1) for each [HANDREMOTE](#) and (1) for each [PUMPCONTROLLER](#)

D. Wire & Connectors (\$30.72)

(~10-feet) 24-AWG Data Cable
Outdoor direct burial wire
Suggest Cat5e

[Amazon.com](https://www.amazon.com) (\$11.50 / 50ft)

Enough to connect all accessory/power devices to the [PUMP-CONTROLLER](#)



(1) Right-Angle 5.5x2.1mm Power Plug for Arduino Power
[Aliexpress.com](https://www.aliexpress.com) (\$1.76 / 2pcs)
[Amazon.com](https://www.amazon.com) (\$4.51 / 10pcs)



(25-feet) **600V** 14AWG THHN or MTW Black or Red wire
(~ 1-foot) 22AWG Solid Core wire

[HomeDepot.com](https://www.homedepot.com) (\$6.47 / 25ft)

Enough to connect RHINO P.S., SSR and Exit Panel Plug

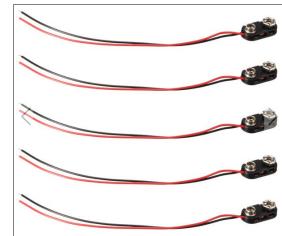


(1) 4-Way Trailer Lights Connector
[Amazon.com](https://www.amazon.com) (\$2.32 / ea)



(~ 1-foot) UL 22AWG
Solid Core Hookup Wire

[RadioShack.com](https://www.radioshack.com) (\$6.99 / 90-feet)



5Pcs 150mm PP3 9V Battery Clip
[BangGood.com](https://www.banggood.com) (\$1.68 / 5pcs)

E. Tools Required (\$NA)

- ✓ 3D-Printer (*may be optional if other casing solutions are available*)
- ✓ Soldering Iron and Resin Core Solder
- ✓ Needle Nose Pliers, Wire Strippers and Cutters
- ✓ Small Phillips and Flat Head Screw Drivers
- ✓ 24VDC Desktop Power Supply

- ✓ Installation also requires other tools (*not listed here*)
 - see [#2 INSTALLATION INSTRUCTIONS](#) outline

4.2 Hand-Remote (\$69.60)

The [HANDREMOTE](#) is the portable remote control device used to control and monitor irrigation pumps remotely.

- ✓ The following **Supplies** are needed to build a [HAND-REMOTE](#)

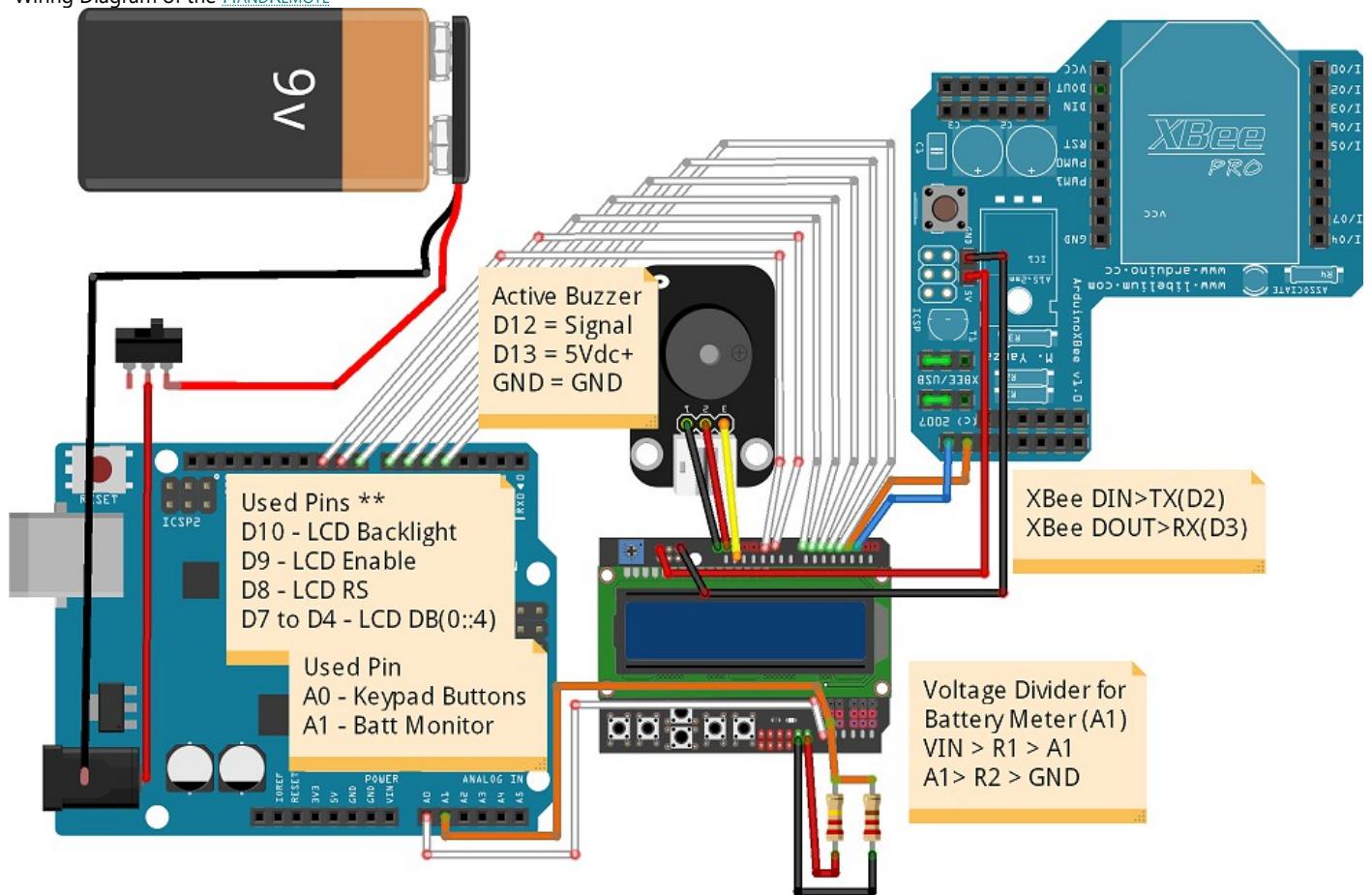
✓ Total Price (Per Hand-Remote)	= \$69.60
○ (1) Xbee-900Hp S3B RF Module	= \$39.00
○ (1) 1" Black 22-Gauge Solid Core Hookup wire	= \$ 6.99
○ (1) Red 22-Gauge Solid Core Hookup wire	= Inc. Above
○ (1) RP-SMA High Gain Antenna	= \$ 6.66
○ (1) Arduino UNO R3	= \$ 3.55
○ (83.8g) 3D PLA Plastic Filament (\$0.03/cm3)	= \$ 2.82
○ (1) Keypad / LCD Shield	= \$ 2.46
○ (1) Zigbee Shield	= \$ 2.20
○ (2) Resistors (1 being 1/3 value of other)	= \$ 2.28
○ (1) 9Vdc Battery Connector	= \$ 1.68
○ (1) On/Off Rocker Switch	= \$ 0.86
○ (1) Active Buzzer	= \$ 0.60
○ (4) #2x1/4" Screws	= \$ 0.30
○ (4) #4 x 1/4" or smaller screws	= \$ 0.20

- ✓ The following **Tools** are needed to build a [HAND-REMOTE](#)

- 3D-Printer with PLA Filament
- Soldering Iron & Resin Core Solder
- Wire Cutters / Dikes / Strippers
- Needle nose pliers

4.2.1 Electronics Assembly

- ✓ Wiring Diagram of the [HANDREMOTE](#)



fritzing

A. LCD Keypad Shield**1. Wire the Battery-Voltage-Divider Resistors**

a) Select (2) Resistors (10K-ohm up to 2M-ohm values are recommended; Arduino A1 will draw 1.6nA)

• R1 = Larger Value

• R2 = 1/3 the Value of R1

Value for R1 Used = _____

Value for R2 Used = _____

b) Solder the Resistors on the top side of the LCD Keypad Shield

• R1 = **VIN** → **A1**• R2 = **A1** → **GND** (GND is at the Solder hole just left of VIN)

c) Snip off the excess back-side leads



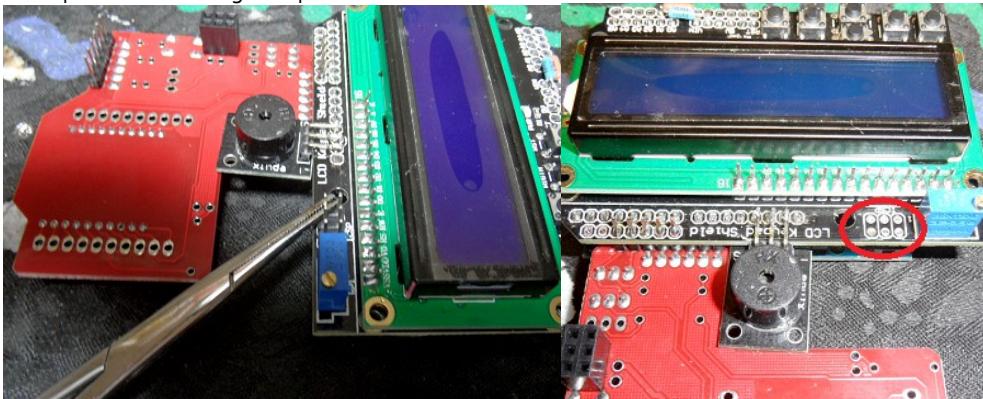
The two resistors setup a voltage divider from the 9Vdc battery (which we will attach to VIN). Analog inputs on the Arduino should never exceed 5Vdc. The voltage divider will split the battery voltage to 1/3 its actual voltage. This will allow the hand-remote to monitor the battery level. The larger the resistor values the less drain on the battery; but too-large a value resistors may affect accuracy.

2. Remove the ICSP header pins on the LCD Keypad Shield

a) Using Needle Nose pliers clamp onto an ICSP header pin on the front side of the Zigbee Shield

b) Using Soldering Iron – Heat the solder side of the pin and pull the pin from the board

c) Repeat steps for all remaining ICSP pins

**3. Plug the LCD Keypad Shield onto the Arduino UNO**

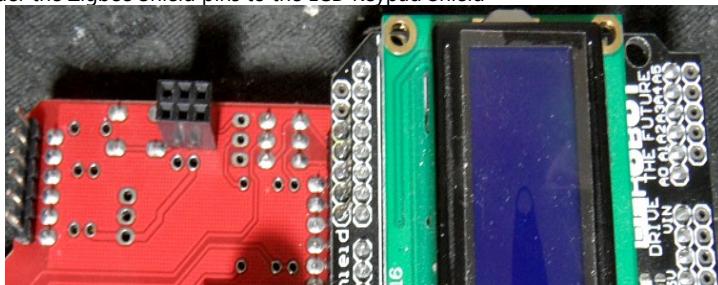
B. Zigbee/Xbee Shield1. Remove Header Pins **D7, D6, and D5** from the Zigbee Shield

- a) Using Needle Nose pliers clamp onto Pin D7 (shown in picture on D7) of the back of the Zigbee Shield
- b) Using Soldering Iron – Heat the top of the pins solder pad and pull the pin from the board
- c) Repeat steps two more times for D6 and D5 (moving left as D7, D6, D5)



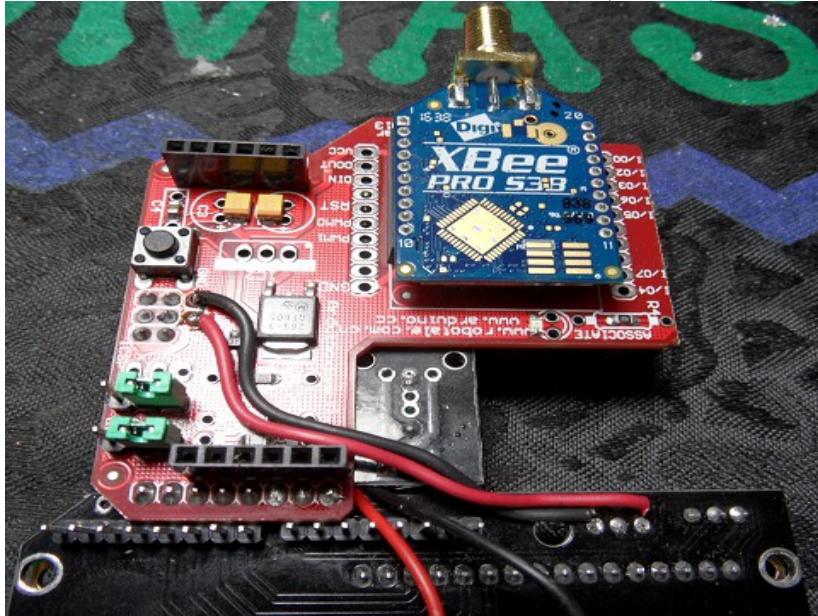
2. Solder Zigbee Shield to the LCD Keypad (Flipped upside down & with Arduino UNO attached to the LCD Keypad Shield)

- a) Insert Zigbee Shield pins D0 → D4 (Remaining pins) into LCD Keypad Solder Pin-holes D2→D6
 - **Shifted towards center leaving 2-Pin-holes on the LCD Keypad open; as shown**
- b) Position the Zigbee Shield flat with LCD Shield and Up against the LCD Shield – Requires bending the header pins a little
- c) Solder the Zigbee Shield pins to the LCD Keypad Shield



3. Wire Power to the Zigbee Shield

- Flip over the assembly so the LCD Keypad Shield is backside and the Zigbee Shield is front side
- Using two 22-Gauge Solid Core wire (Black & Red) Connect the LCD Keypad Shields ICSP pin header power pads to the Zigbee Shield
 - **Red** wire = **LCD-ICSP 5V+** pin (closest to the Top; closest to the Blue Pot) → **Zigbee Shield (5V)** solder pad labeled as 5V
 - **Black** wire = **LCD-ICSP GND** pin (closest to the Top; farthest from the Blue Pot) → **Zigbee Shield (GND)** solder pad labeled as GND
 - *Note: Be sure to solder these wire into the back-side of the LCD (as shown) else the wires will block the rocker switch*



- The green jumpers on the Zigbee Shield should be in the USB position (usually factory installed there) the picture shows these in the wrong place.

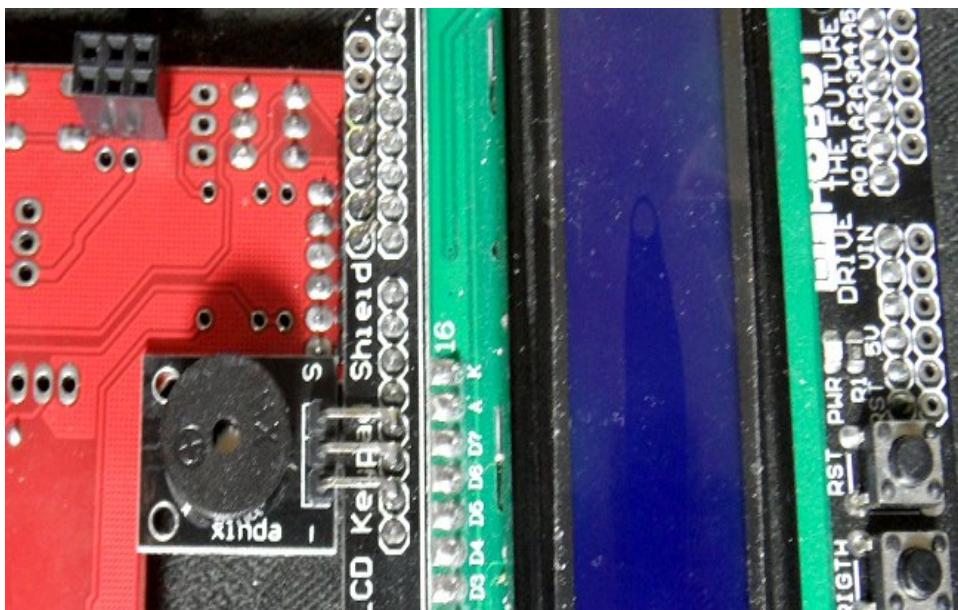
✓ Further Reading for the Curious

- <https://www.arduino.cc/en/Main/ArduinoXbeeShield>
- <https://www.arduino.cc/en/Guide/ArduinoXbeeShield>

C. Active Buzzer

1. Solder Active Buzzer to LCD Keypad Shield

- Place active buzzer on edges of the Zigbee Shield as shown
- Solder the active buzzer pins (S, +, -) to the pins as shown
- The LCD Keypad pins (D12, D13, and GND) are determined according to the markings on the connected Arduino UNO.
 - 'S' pin → **D12**
 - '+' pin → **D13**
 - '-' pin → **GND**



2. Test the Assembly

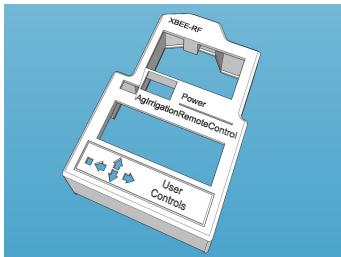
- a) Plug the Xbee Module into the Zigbee Shield
- b) Plug in the USB cord to the Arduino UNO and verify
 - The LCD screen lights
 - The LED on the Zigbee Shield next to the word "ASSOCIATE" is blinking
- c) Upload the Test.ino Firmware
 - Check that the buzzer sounds after upload (a key-press will silence the buzzer)
 - Check that the LCD Keys work by scrolling the menu
 - Check the "Battery" meter – It should not read either 0 or 1023

4.2.2 Hardware Assembly

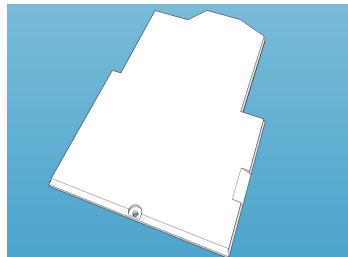
A. 3D-Prints (\$2.82)

- ✓ Print the Following Models on a 3D-Printer

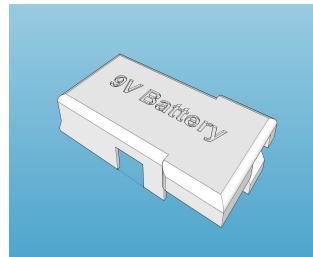
- Files Located at <https://github.com/gjt23/AgrirrigationRemoteControl/tree/master/HandRemote/3D-Prints-STL>
- Total Filament = 94-grams @ \$0.03/gram ~ \$2.82



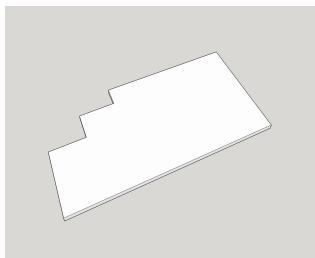
HandRemote-Case.stl (62g)



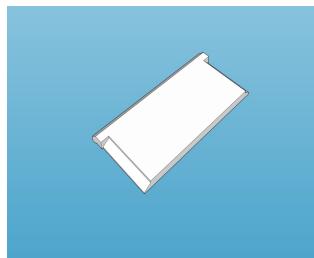
HandRemote-BackCover.stl (23g)



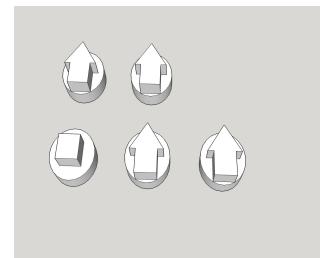
HandRemote-BatteryCover.stl (4g)



HandRemote-BatteryInsulatorPlate.stl (2g)



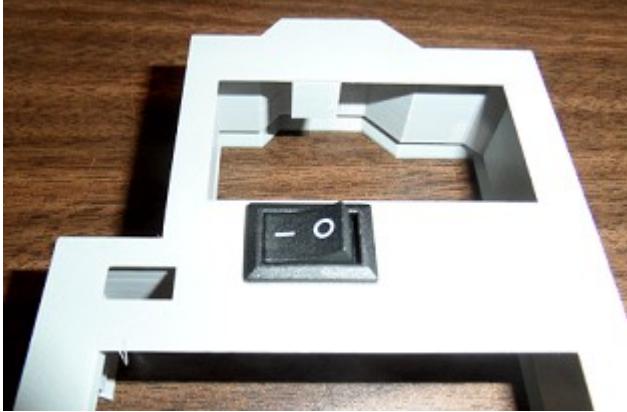
HandRemote-SideCover.stl (2.5g)



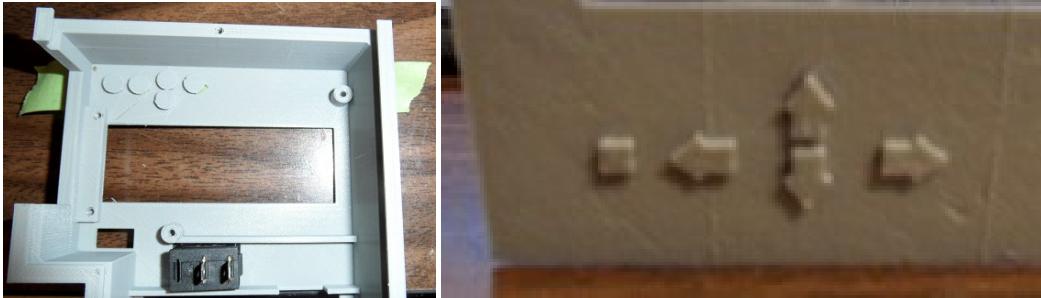
HandRemote-Buttons.stl (1g)

B. Install Electronics

1. Insert the Power ON/OFF Rocker Switch into the front of the case

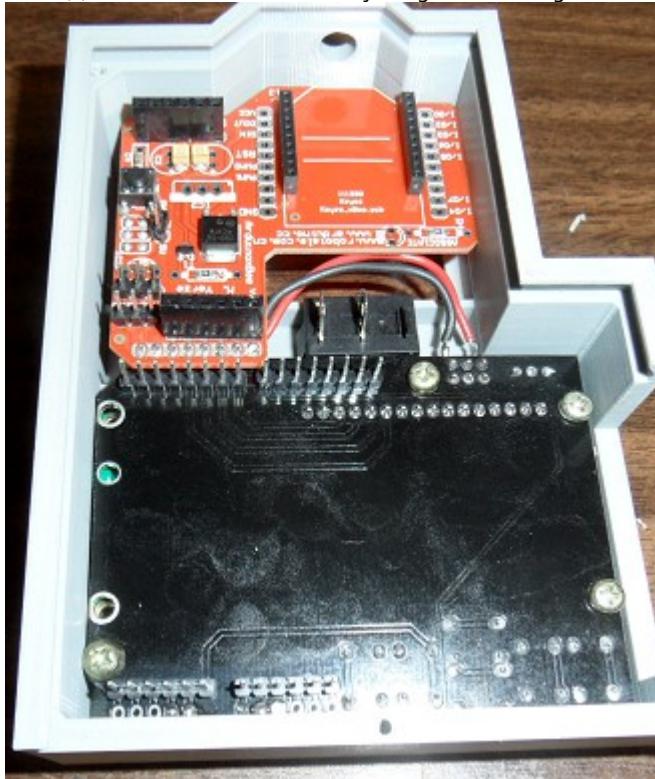


2. Place the buttons in their proper place inside the case; using masking tape on the front-side to hold the buttons in their place



3. Install the LCD, Buzzer, Zigbee **Electronics Assembly** into the Case (Arduino UNO Removed)

- a) Insert (4) 10mm or shorter screws – adjust tightness making sure the buttons still click (*too tight will pinch buttons down permanently*)



4. Plug the Arduino UNO back onto the LCD Keypad Shield

5. Attach the Antenna to the Xbee RPSMA Connector

C. Wire in Battery Power

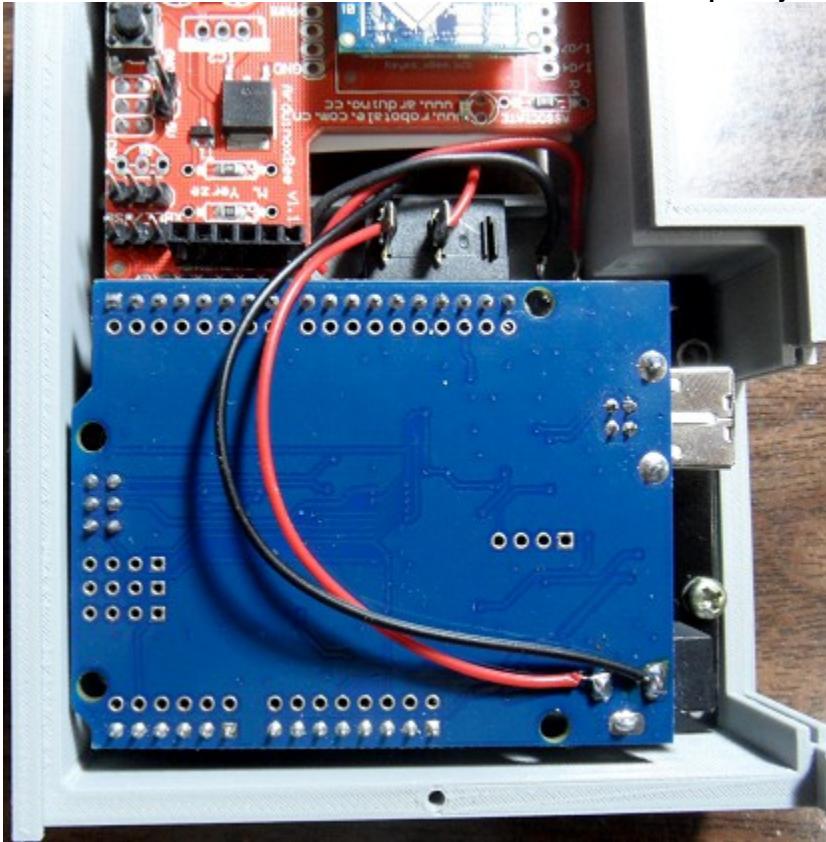
1. Install Plugs

- a) Insert the [HANDREMOTE-BATTERYINSULATORPLATE.STL](#) 3D-Print inside the battery hole
 b) Route the 9Vdc Battery Power Plug from the front, around Zigbee shield, to the back



2. Wire in the Switch and Power to the Arduino UNO

- Solder the **Black wire** to the **closest to UNO power-jack backside pin** (as pictured)
- Leaving an inch-or-so slack on the 9VDC plug; measure and cut the **Red wire** on the **closest rocker-switch connector**
- Strip the end and solder the wire to the rocker switch connector
- Strip the end of the **cut left-over red wire** and solder it into the **"other" connector on the rocker-switch**
- Solder the other end of the **cut left-over red wire** wire to the **farther to UNO power-jack backside pin** (as pictured)



3. Check for Power

- Plug in a 9V-Battery into the 9V plug
- Flip the rocker-switch to power-on (marked with a “-”) and verify that the LCD display lights

4. Attach Covers to Case

- Insert the [HANDREMOTE-BATTERYCOVER.STL](#) 3D-Print into the cases battery-hole and snap down
- Slide the [HANDREMOTE-BACKCOVER.STL](#) 3D-Print in from the bottom then insert a screw in the bottom-center
- Slide the [HANDREMOTE-SIDECOVER.STL](#) 3D-Print in the USB side until it snaps into place

4.3 Pump-Controller (\$81.80)

The [Pump-Controller](#) is the irrigation pumps control device mounted next to the pumps electrical panel.

- ✓ The following **Supplies** are needed to build a [Pump-Controller](#)

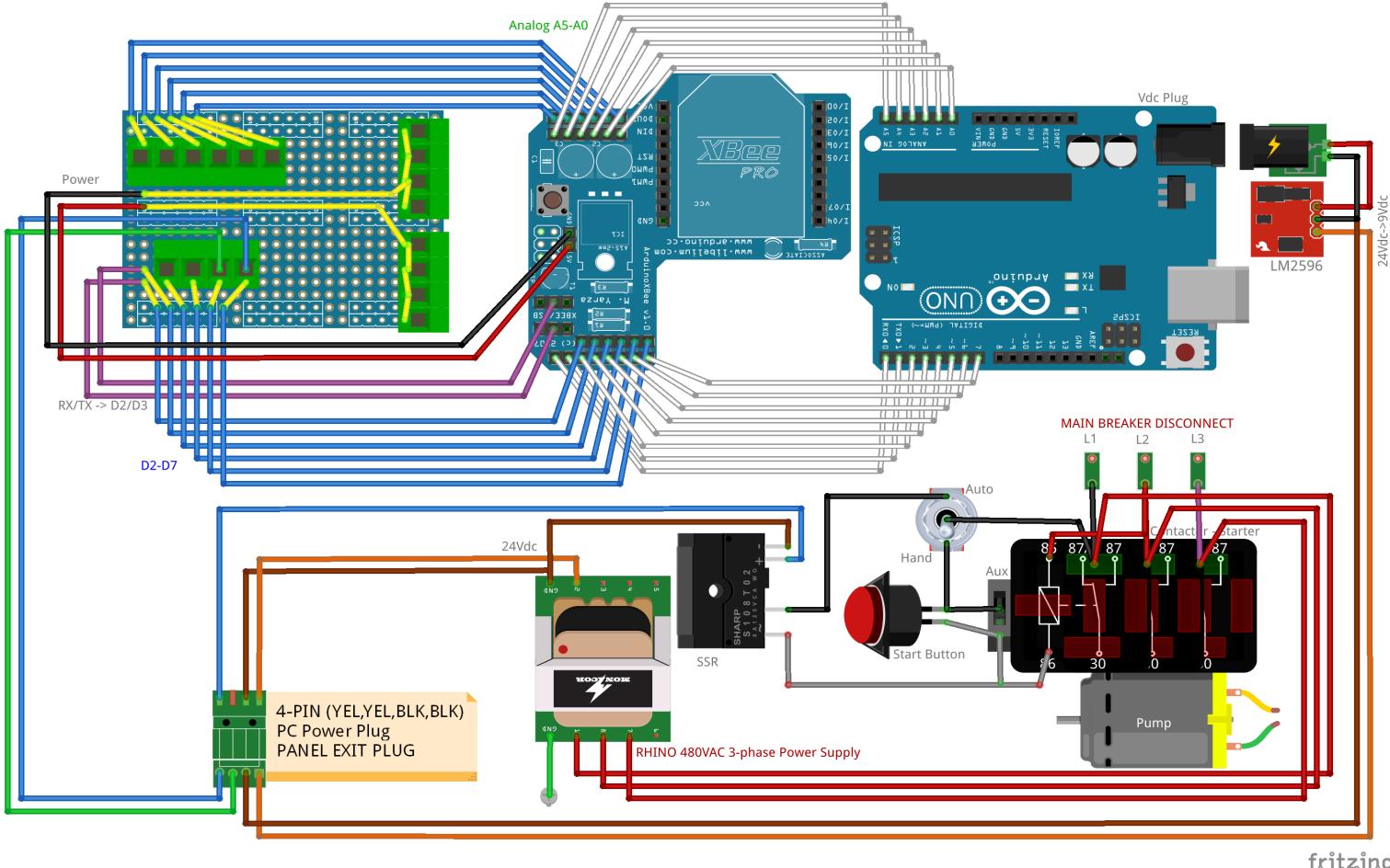
✓ Total Price (Per Pump-Controller)	= \$81.80
○ (1) Xbee 900Hp Pro S3B RF Module	= \$39.00
○ (1) RP-SMA High Gain Antenna	= \$ 6.66
○ (1) Arduino UNO R3 w/Male Headers	= \$ 3.55
○ (1) LM2596 - 24Vdc to 9Vdc Step-Down Buck Converter	= \$ 3.27
○ (1) Zigbee Shield	= \$ 2.20
○ (10') Outdoor Burial data cable	= \$11.50
○ (95.2g) 3D PLA Plastic Filament (\$0.03/cm3)	= \$ 3.87
○ (~12) Heat Shrinking tubes	= \$ 3.12
○ (1) 4-Way Trailer Lights Plug	= \$ 2.32
○ (1) Right-Angle 9VDC Power Plug	= \$ 1.76
○ (1) #2x1/4" Screw	= \$ 0.05
○ (1) 50x70cm Perfboard	= \$ 1.56
▪ (9) Screw Terminal Blocks	= \$ 2.15
▪ (2) 2-PIN or 4-PIN Female DuPont Pin Headers	= \$ 0.79
▪ (2) 3-PIN or 4-PIN Female DuPont Pin Headers	= Inc. Above
▪ (2) 6-PIN Male DuPont Headers <i>(Included with Arduino Uno)</i>	
▪ (1) 2-PIN Male DuPont Header <i>(Included with Arduino Uno)</i>	
▪ (18") 22 Gauge Solid Core Hook-up wire (<i>listed with Hand-Remote</i>)	

- ✓ The following **Tools** are needed to build a [Pump-Controller](#)

○ 3D-Printer with PLA Filament
○ 24Vdc Desktop Power Supply
○ Soldering Iron & Solder
○ Wire Cutters / Dikes / Strippers
○ Small flat screw driver

4.3.1 Electronics Assembly

- ✓ Wiring Diagram of the [Pump Controller](#) - (Screw Terminal Perfboard → Zigbee Shield → Arduino UNO)

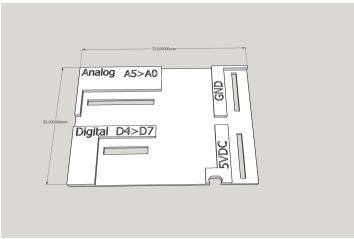


A. 3D-Prints (\$0.20)

- ✓ Print the Following Model on a 3D-Printer

○ File Located at <https://github.com/tgit23/AglrrigationRemoteControl/tree/master/PumpController/3D-Prints-STL>

○ Total Filament = 6.3 cm³ @ \$0.03/cm³ ~ \$0.20

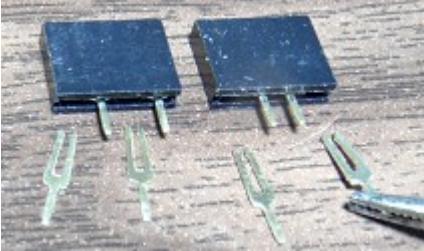


PumpController-PerfboardCover.stl (6.3 cm³)

B. Perfboard Assembly

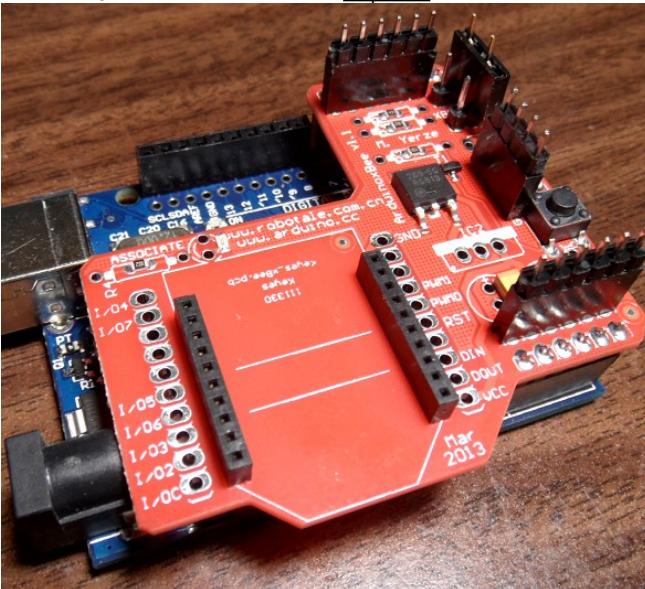
1. Prepare Female DuPont Headers

- a) If using a 4-PIN instead of 2-PIN Female DuPont Connector; Remove the outer pins on one 4-PIN female header (POWER)
 b) Using a 4-PIN Female DuPont Header; Remove every other pin -OR- Using a 3-PIN Female DuPont Header; Remove center pint (RX/TX)



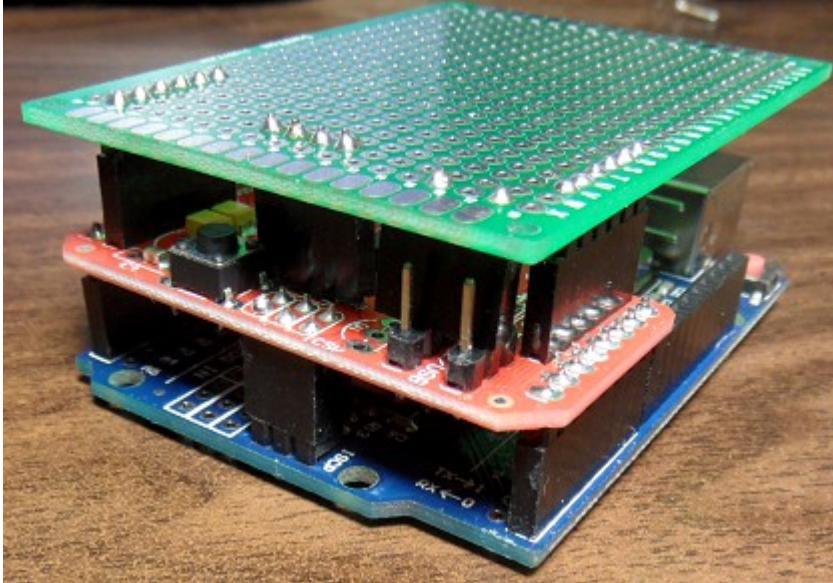
2. Install Headers

- a) Remove the (2) Green Jumpers on the Zigbee Shield
 b) Plug the Zigbee Shield onto the Arduino UNO
 c) Plug a **6-PIN Male Header** into the Analog Header of the Zigbee Shield (A5 → A0)
 d) Plug a **6-PIN Male Header** into the Digital Header of the Zigbee Shield (D2 → D7)
 e) Insert the **POWER female header** from step #1.a into the Zigbee Shield holes labeled 5V & GND (next to the reset button)
 • Plug a 2-PIN Male Header into the top of the POWER female header
 f) Insert the **RX/TX female header** from step #1.b **ACROSS** the two center male headers (XBEE/USB) pins of the Zigbee Shield



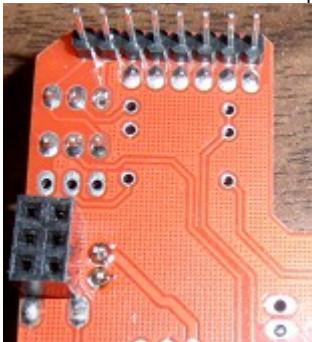
3. Solder the header pins to a 5cmx7cm 2.54mm pitch Perfboard

- Align and place the Perfboard onto the header pins so that the Perfboard edges match the Arduino Uno edges
- Solder the header pins to the Perfboard



4. Solder the Zigbee female POWER header pins

- Unplug the Arduino UNO from the Zigbee Shield leaving the Perfboard attached
- Solder the female POWER header pins to the holes of the Zigbee shield



5. Add wires to the header pins

- Cut (10) wires approximately 1" long and strip one end.
- Cut (2) wires approximately 3" long and strip one end.
- Gather (2) Pulled male pin headers (from ICSP Hand-Remote) or two more 1" wires



- d) Attach (2) Pin Headers or Small wires from the Top-side of the Perfboard across RX/TX female pin headers and solder to D2, D3 Digital pins
- e) Unplug the Perfboard from the Zigbee Shield
- f) Insert (6) 1" wires from the Zigbee-side of the Perfboard into the holes just **below** the analog male pin headers, bend and solder
- g) Insert (4) 1" wires from the Zigbee-side of the Perfboard into the 4-right (D4-D7) holes just **above** the digital male pin headers, bend and solder
- h) Insert (2) **3"** wires from the Zigbee-side of the Perfboard into the right of the POWER male pin headers (Center-2), bend and solder

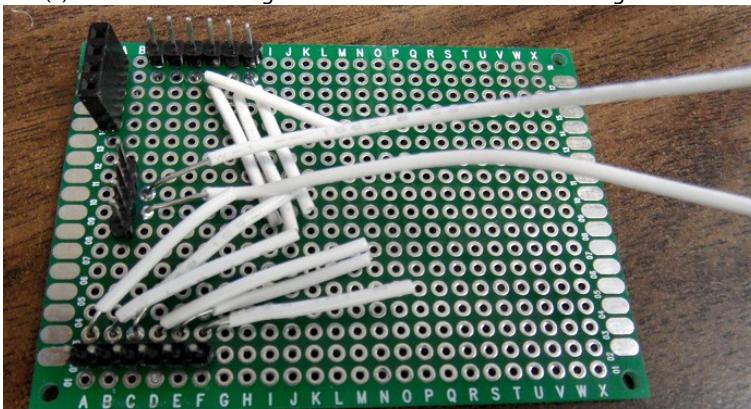


Illustration 3: Perforated board (Bottom View – Zigbee Shield Side)

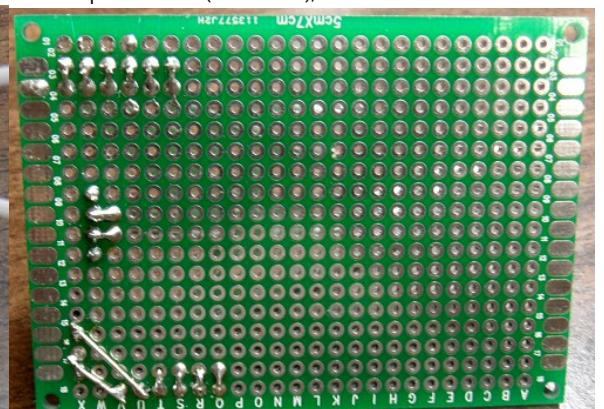


Illustration 4: Perforated board Top-Side

6. Install the Screw Terminals

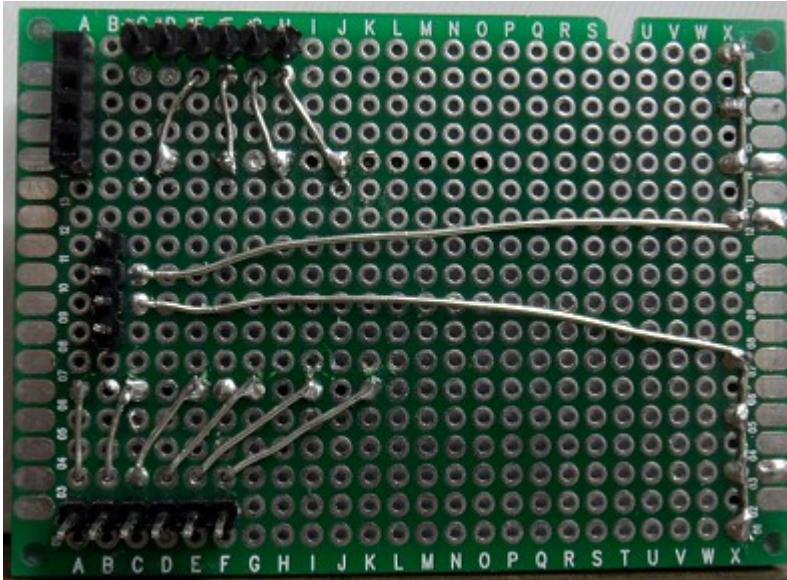
- a) Place the [HANDREMOTE-PERFBOARDCOVER.STL](#) 3D-Print on the top of the Perfboard
- b) Insert (3) 2x Screw Terminals sliding the blocks together at their edges
- c) Insert (2) 2x Screw Terminals along the Digital section with the same method above
- d) Insert (2) 2x Screw Terminals along the 5VDC section (same as above)
- e) Insert (2) 2x Screw Terminals along the GND section (same as above)



Note: If drilling out the holes is required; drill from the soldering side as to not dismount the solder-to pads

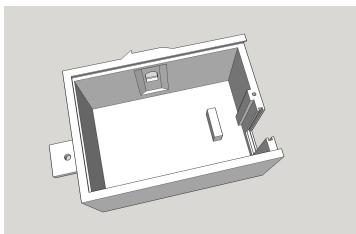
7. Solder the Screw Terminals to their corresponding header wires

- Turn the Perfboard over holding the screw terminals into place
- Sold each screw terminal pin to the Perfboard
- Pull the Insulation off the wires, bend them flat with the Perfboard and solder them to their corresponding pin (See picture or Wiring Diagram)

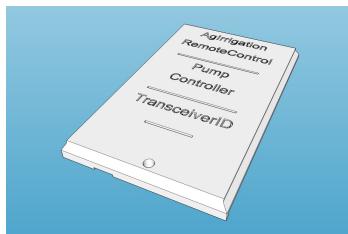
**4.3.2 Hardware Assembly****A. 3D-Prints (\$3.87)**

✓ Print the Following Models on a 3D-Printer

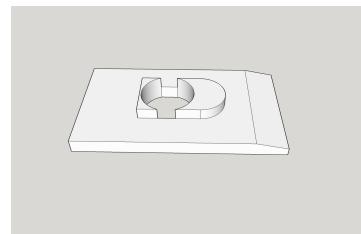
- Files Located at <https://github.com/tgit23/AgrIrrigationRemoteControl/tree/master/PumpController/3D-Prints-STL>
- Total Filament = 129-grams @ \$0.03/gram ~ \$3.87



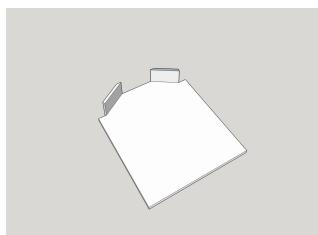
PumpController-Case.stl (98g)



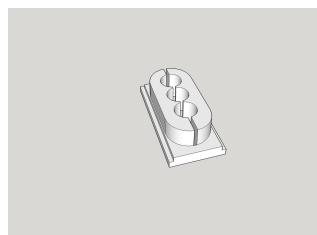
PumpController-Cover.stl (25g)



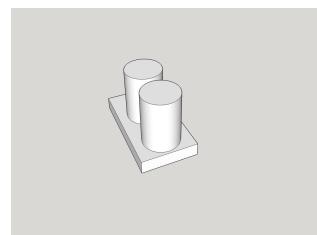
PumpController-AntennaCover.stl (1g)



PumpController-XbeeInsulatorPlate.stl (1g)



PumpController-CableClampCover.stl (3g)



PumpController-CableClampCover-2HoleInsert.stl (1g)

B. Install Electronics**1. Install UNO and Zigbee into the Case**

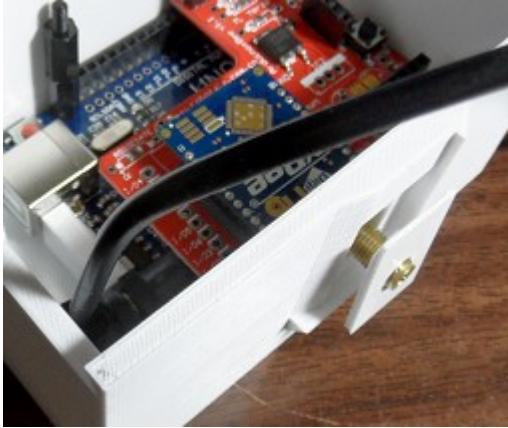
- a) Remove the Screw Terminal Perfboard if attached and connect the Arduino UNO & Zigbee Shield
- b) Insert the Uno/Zigbee assembly into the case letting the USB and power Jack sit on each side of the case stub.

**2. Install the XBEE module**

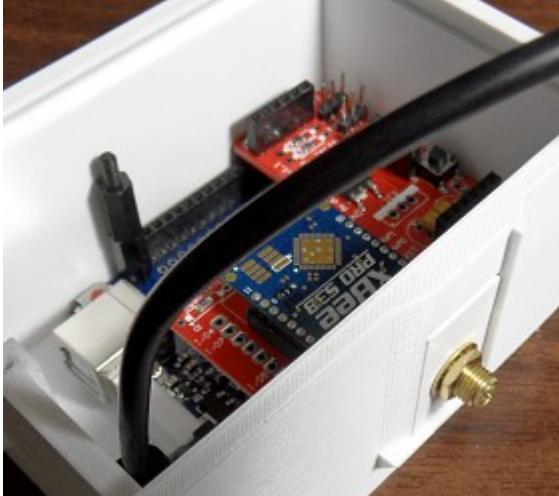
- a) First slide the XBEE RPSMA Connector into the case slot
- b) Then lift the XBEE module into to place and plug it into the Zigbee Shields Xbee plug-in

**3. Install the Xbee Antenna Cover**

- a) Slide the [ANTENNACOVER.STL](#) 3D-Print onto the RPSMA connector from the outside of the case



b) Attach the washer and nut and tighten



C. Install Cable

1. Wire the LM2596-DC-Converter Module to one end of the cable

- a) Cut a 10' length of Outdoor data cable with 3 or more leads
- b) Strip off the outer insulation of one end
- c) Cut a 10' length of Outdoor data cable
- d) Strip off the outer insulation of one end approximately 4" back
- e) Strip off the ends of the Orange and Brown twisted pairs just enough to fit in the LM2596 solder holes
 - Solder the **Orange** twisted pair to the LM2596 Module pad labeled **IN+**
 - Solder the **Brown** twisted pair to the LM2596 Module pad labeled **IN-**

2. Wire the Right-Angle 5.5x2.1mm DC Power Plug to the LM2596-DC-Converter Module

- a) Cut the Right-Angle DC Power plug cords length to approximately 3"
- b) Strip off the outer insulation approximately 1" back
- c) Strip off the ends of the Red and Black wire just enough to fit in the LM2596 solder holes
 - Solder the **Red Wire** to the LM2596 Module pad labeled **OUT+**
 - Solder the **Black Wire** to the LM2596 Module pad labeled **OUT-**



3. Adjust the LM2596 Module to produce 9Vdc from 24Vdc

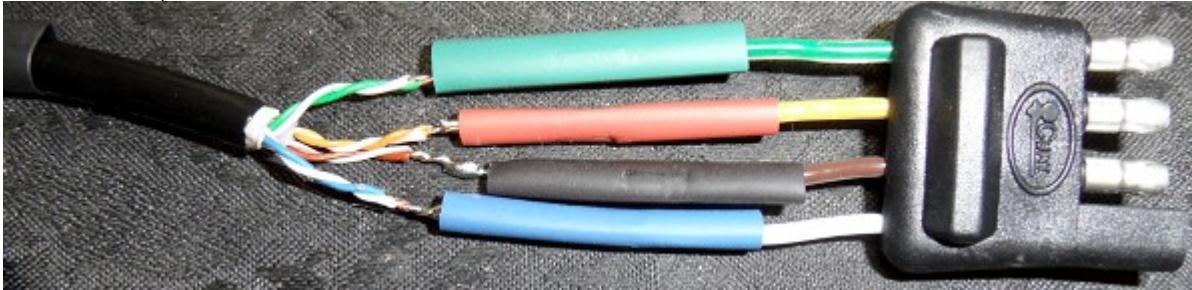
- a) Clip on a **24Vdc+** desktop power supply to **IN+** and **IN-**
- b) Attach a Voltmeter to **OUT+** and **OUT-**
- c) Adjust the Blue Pot till the measured voltage is **9Vdc on OUT+ and OUT-**

4. Attach the **Male end** of the 4-way Trailer Lights Connector to the other end of the cable (Female end used in [#4.4.1.2.Pump-Panel Exit Cable|outline](#))

- a) Cut the male end of the 4-way connector wires leaving about 1" of Wire from the plug
- b) Strip all the wires back about 1/4"
- c) Slide on heat shrinking tube for each wire and the bundle of wires

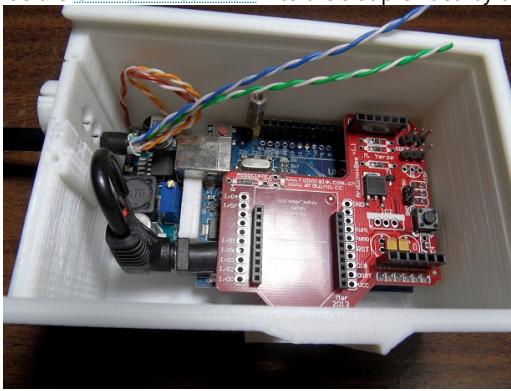
d) Solder the following Cable pairs to the connector

- **Blue** twisted pair to the **White** connector wire
- **Brown** twisted pair to the **Brown** connector wire
- **Orange** twisted pair to the **Yellow** connector wire
- **Green** twisted pair to the **Green** connector wire



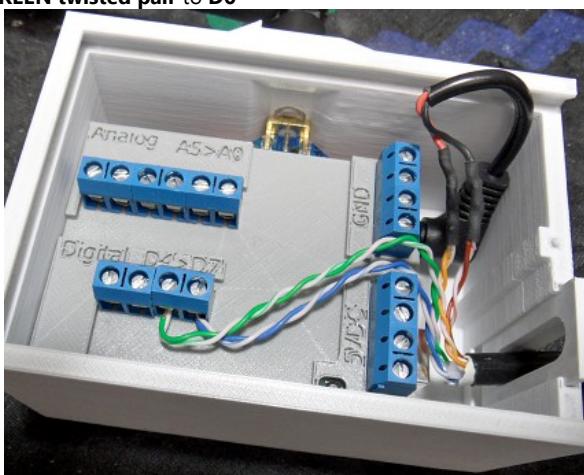
5. Install the Cable into the **PUMP-CONTROLLER** Box

- a) Insert the cable into the [CABLECLAMPCOVER.STL](#) 3D-Print and insert it with the LM2596 Module into the Case as shown
- b) Insert the [CABLECLAMPCOVER-2HOLEINSERT.STL](#) into the open holes of the [CABLECLAMPCOVER.STL](#)
- c) Plug the Power Plug plug into the Arduino UNO
- d) Slide the [CABLECLAMPCOVER.STL](#) into the slot provided by the case as shown



6. Attach Perboard and Wire to Cable

- a) Place the [XBEEINSULATORPLATE.STL](#) 3D-Print over the Xbee Module (*Protects it from shorting against the Perboard*)
- b) Carefully plug the Perboard back onto the Zigbee Shield
- c) Strip the ends of the BLUE/GREEN twisted pairs of the Cable and connect them to the Screw Terminals
 - **BLUE twisted pair to D7**
 - **GREEN twisted pair to D6**



4.4 Installation-Kit (\$98.07)

The [INSTALLATION-KIT](#) is the items that will be used to control the irrigation pump inside the pumps electrical panel.

✓ The following **Supplies** are needed for an [INSTALLATION-KIT](#)

✓ Total Price (Per Installation-Kit)	= \$98.07
○ (1) RHINO 480V 3-Phase to 24VDC Power Supply	= \$59.00
○ (1) 600VAC Solid State Relay N.O. Random	= \$24.50
○ (25-feet) 600V Wire 14AWG THHN or MTW wire	= \$ 6.47
○ (6") DIN Rail (Sold in 1-Meter / (3))	= \$ 8.00
○ (2) #8-32 x 1/2" Machine Screws	= \$ 0.10
○ (1) Wood screw	
○ (1) 4-Way Trailer Lights Connector	(<i>listed with Pump-Controller</i>)
○ (~4) Heat Shrinking Tubes	(<i>listed with Pump-Controller</i>)

✓ The following **Tools** are needed to create an [INSTALLATION-KIT](#)

- Soldering Iron & Resin Core Solder
- Wire Cutters / Dikes / Strippers

A. DIN Rail & Components

1. Prepare Din Rail

- a) Cut a section of DIN Rail 6" long
- b) Attach the Power Supply Unit
- c) Attach the Solid State Relay (SSR)

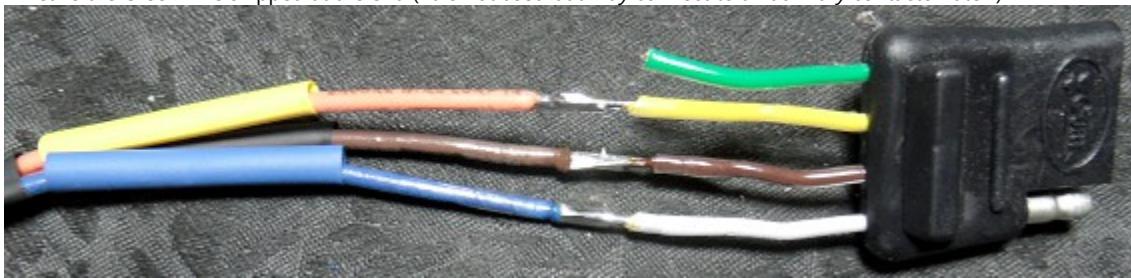
2. Add Hook-Up Wires to the Solid State Relay (SSR)

- a) Run a 600VAC 14-Gauge **BROWN** wire from **24VDC(-)** on top of the Power Supply to **A1** of the Solid State Relay
- b) Attach a 4-foot long stretch of 600VAC 14-Gauge **RED** wire from **SSR (15)**; *Installs later to the AUTO selector switch*
- c) Attach a 4-foot long stretch of 600VAC 14-Gauge **RED** wire from **SSR (16)**; *Installs later to the Contactor Activation Coil*

B. Pump-Panel Exit Cable

1. Create the Pump-Panel Exit Cable that will exit the Pumps Electrical Panel and plug into the [PUMP-CONTROLLERS](#) cable.

- a) With the **Female end** of the 4-way Trailer Lights Connector (Male side used in [#4.3.2.3.Install Cable|outline](#))
 - Cut the wires approximately 1" from the plug
 - Install Heat Shrinking tube to the wires
 - Strip and Solder the plug wires
 - **White plug wire** to 4-feet of **Blue** 600V 14AWG wire
 - **Brown plug wire** to 4-feet of **Brown** 600V 14AWG wire
 - **Yellow plug wire** to 4-feet of **Orange** 600V 14AWG wire
 - Leave the Green wire snipped at the end (*It is not used but may connect to an auxiliary contactor later*)



C. Miscellaneous Items

- ✓ Include the following items with the Installation-Kit
- This document printed on paper
 - Automatic Center Punch
 - #8-32 Tap and #29 Drill Bit
 - (2) #8-32 x 1/2" Machine Screws
 - (1) Wood Screw for mounting the [PUMP-CONTROLLER](#)

5. SYSTEM SETUP

- ✓ This section is a guide for
 - Configuring the Xbee RF Module
 - Uploading Firmware onto the Hand-Remote and Pump-Controller's micro-controller (i.e. Arduino UNO)
 - Details about customizing the firmware to match a users needs (Such as adding a pressure meter or water-level meter)

- ✓ This section only needs to be read if:
 - The project is built from scratch
 - In which case the firmware must be uploaded to both the Hand-Remote and Pump-Controller
 - The current setup has changed
 - If a digital pressure meter or ultrasonic meter (water-level) is added; firmware must represent those additions
 - Special operations are required
 - Experienced programmers can program the units to operate however they wish

5.1 Adding Expansions

1. Follow the steps in [#5.2.Uploading Firmware|outline](#) to Step #4 for the Hand-Remote firmware; Hold off on Step #5; "Compile & Upload"
2. Once the file is open in Arduino Sketch IDE; locate the following code-block which should be right at the top

```
//=====================================================================
//----- SIMPLE USER CONFIGURATION SETTINGS -----
//=====================================================================
#define BUILD_VERSION          20170622 // Release Version used to Build the Unit ( without the dots )
#define TRANSCEIVER_ID         1        // Unique numeric ( ID )entity for this Unit(1-15)
#define XBEECONFIG              0        // Configure the XBEE using XCTU Digi Software by setting this to 1
#define ULTRASONIC_WATER_LEVEL_INSTALLED 0 // 0 = NO, 1 = YES ( Wire TRIG -> D4, ECHO -> D5 )
#define WATER_PRESSURE_INSTALLED 0 // 0 = NO, 1 = YES ( Wire SENSE -> A3 )

//^^^[ END - SIMPLE USER CONFIGURATION SETTINGS ]^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

3. As described within the comments (*text following '/*'*)
 - a) Change ULTRASONIC_WATER_LEVEL_INSTALLED to a '1' if a water-level sensor has been attached to the Pump-Controller.
 - b) Change WATER_PRESSURE_INSTALLED to '1' if a digital pressure sensor has been attached to the Pump-Controller.
4. Now proceed to Step #5 in [#5.2.Uploading Firmware|outline](#) and Compile & Upload the changes just made

5.2 Uploading Firmware

1. Install Arduino Sketch IDE (*If NOT installed already*) <https://www.arduino.cc/en/Main/Software>
2. Install the [PeerIOSerialControl](#) Library (*If NOT installed already*)
 - a) In a web-browser; go to <https://github.com/tgit23/PeerIOSerialControl>
 - b) On Green [Clone or Download](#) Choose [Download Zip](#)
 - c) Save to a place you'll remember – like Documents or Desktop
 - d) Run the Arduino Sketch IDE
 - e) Choose Menu Item [SKETCH](#) → [INCLUDE LIBRARY](#) → [ADD ZIP LIBRARY](#)
 - f) Select the [PeerIOSerialControl](#) Library file saved in step 'c' above
3. Install the [SSoftwareSerial](#) Library - Required by the Hand-Remote Firmware (*If NOT installed already*)
 - a) In a web-browser; go to <https://github.com/tgit23/SSoftwareSerial>
 - b) Click on file [SSoftwareSerial.zip](#); Then click on 'Download' above 'View Raw'
 - c) Save to a place you'll remember – like Documents or Desktop
 - d) Run the Arduino Sketch IDE if not already open from step #1
 - e) Choose Menu Item [SKETCH](#) → [INCLUDE LIBRARY](#) → [ADD ZIP LIBRARY](#)
 - f) Select the [SSoftwareSerial.zip](#) Library file saved in step 'c' above
4. Download the Firmware
 - a) In a web-browser; go to <https://github.com/tgit23/AgIrrigationRemoteControl>
 - b) On Green [Clone or Download](#) Choose [Download Zip](#)
 - c) Save to a place you'll remember – like Documents or Desktop
 - d) Unzip the Folder
 - e) In Arduino Sketch IDE choose [FILE](#) → [OPEN](#) and Select
 - File [HANDREMOTE.INO](#) for the [HANDREMOTE](#) Firmware
 - Location Example: \Downloads\AgIrrigationRemoteControl-master\AgIrrigationRemoteControl-master\HandRemote
 - File [PUMPCONTROLLER.INO](#) for the [PUMPCONTROLLER](#) Firmware
 - Location Example: \Downloads\AgIrrigationRemoteControl-master\AgIrrigationRemoteControl-master\PumpController\PumpRemote
5. Compile and Upload the Firmware
 - a) Plug in a USB cable from the Computer to the unit

b) Select the Port the units USB is connected to; in Sketch menu [TOOLS](#) → [PORT](#)

- To determine Port; Open Windows Device Manager → Ports (COM & LPT) a new COM?? port appears right after plugging in the cable

c) Select the Board; Sketch menu [TOOLS](#) → [BOARD](#) → [ARDUINO/GENUINO UNO](#)

d) In Arduino Sketch IDE; Press the Right-Arrow next to the Check mark in the Top-Left Corner to upload the firmware onto the unit

5.3 Xbee RF Configuration

The XBEE RF Module is setup from the factory to work without any additional changes. However, often it is very wise to assign non-factory setting in order to keep your RF communications from being interfered with by other XBEE devices in the neighborhood. Changes to the [ID NETWORK ID](#) (described below) will need to be preformed on all [HAND-REMOTES](#) and all [PUMP-CONTROLLERS](#)

1. Upload Firmware with XBEE Configuration Set

a) To change the XBEE settings – Follow Steps #1 to #3 in [#4.2.A SYSTEM OPERATIONS|Firmware|Uploading](#)

With the Firmware file open find the following line of code; which should be very close to the top

```
#define XBEECONFIG          0      // Configure the XBEE using XCTU Digi Software by setting this to 1
```

Change it to

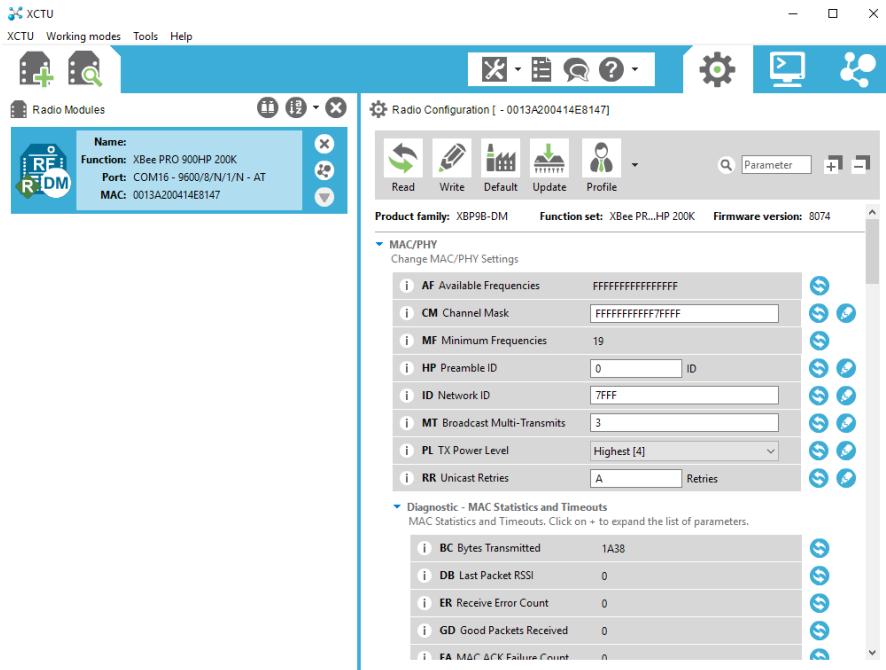
```
#define XBEECONFIG          1      // Configure the XBEE using XCTU Digi Software by setting this to 1
```

b) Then proceed to upload the firmware to the Unit as outline in Step #4 in [#4.2.A SYSTEM OPERATIONS|Firmware|Uploading](#)

2. Install Digi-XCTU

a) The Digi XCTU software can be gotten from <https://www.digi.com/products/xbee-rf-solutions/xctu-software/xctu>

3. Run Digi-XCTU



a) Using the + (Add Radio Modules) mark in the top left corner enter the unit's COM port (The Arduino COM Port)

b) The main values that may be of interest are:

- ID Network ID - This sets a Unique "Channel" to keep your units communications separate from any others out there (Must be same on all units)
- PL TX Power Level - If devices are close; a lower power setting can preserve battery life

4. Save Settings to the Xbee and Reload Firmware

a) Be sure to click the "Write" button in XCTU to save any settings that were made

b) Close XCTU

c) In Arduino Sketch IDE restore the following line to its original

```
#define XBEECONFIG          0      // Configure the XBEE using XCTU Digi Software by setting this to 1
```

d) Upload the Firmware to the Unit again as outline in Step #4 in [#4.2.A SYSTEM OPERATIONS|Firmware|Uploading](#)

5.4 Customizing Firmware

5.4.1 Pump-Controller

- ✓ The Pump-Controller Firmware preforms the following duties
 - Wait for Hand-Remote Requests and generate responses
 - Calculate values ([Virtual-Pin Values](#)) for special devices that require a process to obtain a value (like ping/echo for Ultrasonic level measurements)
 - Retain a Power-Off status after a power failure has occurred at the pump (Arduino is designed to keep digital pins low after a power failure)

NOTE: Wiring, Timing, and Almost all system functions are implemented on the [HAND-REMOTE](#) Firmware

A. Virtual Pins

Virtual pins are non-hardware related value identifiers that are created and assigned by the [PUMP-CONTROLLER](#) firmware and then accessed by the [HAND-REMOTE](#) as a "Pin" value. An example case is the ultrasonic water level; The pump-controller firmware pings and times an echo of the ultrasonic distance meter using its D4 (Trigger) and D5 (Echo) pins and stores the measured value on "virtual pin 64". When the Hand-Remote queries for a value on pin-64 it actually gets the measured value which is a combination of D4 & D5 already calculated by the [PUMP-CONTROLLER](#).

- ✓ An Example of a Virtual Pin setup on the PUMP-CONTROLLER firmware

```
void loop()
{
    XBee.Available();

#if US_PRESENT>0
    // Read UltraSonic water level
    int ulcurrentTime = millis();
    if ( ulcurrentTime > ulLastPing + 1000 ) {
        XBee.VirtualPin(64, sonar.ping_in() );
        ulLastPing = ulcurrentTime;
    }
#endif
}
```

5.4.2 Hand-Remote

- ✓ The Hand-Remote Firmware performs the following duties

- Storing the alarm values in non-volatile memory (EEPROM) so user values and settings aren't lost every-time the power is turned off.
 - Updating the current status (MAIN Values) of the Menu-Items and checking for Alarm boundaries.

- Processes User Input
 - UP/DOWN user buttons will increments or decrements the **Menu-Items**
 - RIGHT/LEFT user buttons will increments or decrements the **Sub-Function** of each Menu-Item
 - ENTER (square) user button will perform a value **SET**; or update MAIN values when they are being displayed

- Menu-Items are associated/connected to a **Device** and its **Hardware Pin**

- Example; The Hand-Remote running this firmware, or a Pump-Controller device controlling a pump
 - Example; 7(for D7) or A2 as identified inside the Pump-Controller Unit or by the Arduino UNO board

- Menu-Items have **Sub[?]** Values, such as

- The actual/read/**MAIN** value of the Menu-Items
 - **SET**ting a Value for the Menu-Item
 - Setting a Too **LOW ALARM** Value
 - Setting a Too **HIGH ALARM** Value
 - Example; Power is currently either ON/OFF (current status)
 - Example; SET the Power to either ON/OFF
 - Example; When pressure is below 10 sound the Low Alarm
 - Example; When pressure is above 100; sound the High Alarm

- **Menu-Items** can have **Option** Values (*An Optional way of handling Menu-Item value assignments*)

- Options associates a common MAIN-Value to a Text identifier; for example ON/OFF.
 - A Menu-Items value must be a select-able set of Options or a Number but cannot be both.
 - The maximum number of options is limited by program line #define MAXOPTIONS 2 // Maximum number of Menu Item Options allowed

- #### ○ Menu-Item Limits

- Program line #define MAX_MENU_ITEMS 15 // Maximum number of Menu Items allowed (using 71% dynamic memory)
 - Determines the maximum number of menu-items that can exist; it can be increased slightly but may produce memory warnings.

A. Adding & Deleting Devices

- ✓ The Hand-Remote Firmware tracks ALL the associated devices it can control and monitor.

- To add another Device to the control and monitoring system
 - Add any Unique Name to the Comma separated list of devices on the Program Line shown below
 - uDevices HandRemote, CanalPump, DitchPump; // Name and Define all controllable devices in the System
 - At the top of the `SetupMenu()` function; Assign the Unique Named device a `.Text` Identifier (Used in the Menu)
 - At the top of the `SetupMenu()` function; Assign the Unique Named unit Unit's `.Transceiver_ID` number assigned in the units firmware
 - Example Program Line `CanalPump.Text = "Canal Pump"; CanalPump.TransceiverID = 10;`
- Delete devices by removing the items in the adding devices listed above.
 - Note: If there is no conflict of `Transceiver_ID`'s or naming there really isn't a substantial need to remove a "missing" device from the system.

B. Creating a Menu-Item

1. Find the `SetupMenu()` function in the Hand-Remote firmware file; This is where all the Menu-Items are defined
2. Indexing - Determine where in the list of Menu-Items you'd like the new item to appear
 - a) All Items MUST BEGIN with line `MenuItemsIdx++;` except the very first item (Usually the Hand-Remote battery status)
 - b) The line above increments the Indexing (line count) to allow the new menu-item to exist
 - c) Items that do not have `[MenuItemsIdx]` indexing are used in other places of the firmware and should **NEVER BE CHANGED!**
3. Device - Assign the device this Menu-Item is attached to
 - a) This is the Device's Unique Name given in [Step #A|Adding & Deleting Devices](#)
 - b) The unit is generally a named Pump-Controller device with an assigned `Transceiver_ID`.
4. Pin – Assign the Hardware Pin of the device that the Menu-Item will control or monitor
 - a) The hardware pin is the terminal inside the controlling device box (pump-controller) that the control/monitor equipment is wired to
 - b) NOTE: Digital Pins (D4 → D7) are identified by only their number (e.g. 4 = D4) whereas Analog pins require both letter and number (e.g. A2).
 - Digital Example; `Menu[MenuItemsIdx].Pin=7;`
 - Analog Example; `Menu[MenuItemsIdx].Pin=A3;`
5. Text - Assign the Menu-Item a defining Text
 - a) The text is what will be displayed on the Hand-Remote display
 - Example; `Menu[MenuItemsIdx].Text="Power";`
6. Options - Determine IF the Menu-Item will have textual "Options" or is just a numerical value
 - a) If the Menu-Item will report numerical values such as Voltage, Water Level, Pressure etc... Skip to step #5
 - b) Determine the Menu-Items Options and assign each a;
 - Text Example; `Menu[MenuItemsIdx].Option[0].Text = "On";`
 - Value Example; `Menu[MenuItemsIdx].Option[0].Value = HIGH;`
7. Sub[SET] – Determine IF the user should be allowed to set a value on the Location (Output Pins like turning Power ON/OFF)
 - a) If the Menu-Item is for monitoring status and the user will not be setting its value (INPUT)... Skip to step #7
 - b) If the Menu-Item needs to allow the user the ability to set the value (OUTPUT)
 - Set the "State" to SETTABLE to allow the user to SET the value
 - Example; `Menu[5].Sub[SET].State = SETTABLE;`
8. Sub[??ALARM] – Determine if the value should be monitored with an alarm
 - a) LOALARM
 - If the Menu-items value is numeric and the value should be checked for getting too small
 - OR If the Menu-item value is an "option" and the value should be checked to see if it is EQUAL
 - Assign an LOALARM identifier Example; `Menu[5].Sub[LOALARM].ID = 'c';`
 - b) HIALARM
 - If the Menu-items value is numeric and the value should be checked for getting too large
 - OR If the Menu-Item value is an "option" and the value should be checked to see if it is NOT-EQUAL
 - Assign a HIALARM identifier Example; `Menu[5].Sub[HIALARM].ID = 'C';`
9. Proceed to [#4.3.2.3.Updating Changes|outline](#)

C. Deleting a Menu-Item

1. Find the menu item you'd like to delete by identifying it by its' `Menu[MenuItemIdx].Text` setting
2. Select ALL the items from `MenuItemsIdx++;` up to but no including the next `MenuItemsIdx++;`
3. Press delete

D. Menu-Item Setup (Example)

The menu items are defined in the `SetupMenu()` Function identified by line 'void `SetupMenu()` {'. Each item in the Menu has a numeric index (i.e.

Menu[index-#] below the constant 'MONITOR' is assigned index-0 and 'PUMPIDX' is assigned index-1).

```

//=====
//----- MENU STRUCTURE ( ADVANCED CONFIGURATION ) -----
//=====
//****************************************************************************/**/
* @brief Setup the LCD menu
* @remarks
* - Allows a single spot customization to the user interface
* - Display will show the items in the same order as they are defined here
* @code
*   exmaple code
* @endcode
*****//**************************************************************************/*****
uDevices HandRemote, CanalPump, DitchPump;           // Name and Define all controllable devices in the System
void SetupMenu() {

    HandRemote.Text = "Hand Remote"; HandRemote.TransceiverID = TRANSCEIVER_ID;
    DitchPump.Text = "Ditch Pump"; DitchPump.TransceiverID = 10;
    CanalPump.Text = "Canal Pump"; CanalPump.TransceiverID = 11;

    //BATT (idx-0) -----
    Menu[BATT].Device = HandRemote;                                // Battery level is gotten from the Hand-Remote pin A1
    Menu[BATT].Pin = A1;                                         // Create a menu item for monitoring the Battery
    Menu[BATT].Text = "Battery(B)";                                // Modify raw value to show voltage
    Menu[BATT].ValueModifier = BATTVOLTS;                         // A Low Alarm is identified by a lower-case 'b'
    Menu[BATT].Sub[LOALARM].ID = 'b';                            // A High Alarm is identified by an upper-case 'P'

    //-----
    MenuItemsIdx++;                                              // !!!! Set where the Menu will start !!!!
    idx = MenuItemsIdx;
    Menu[MenuItemsIdx].Device = DitchPump;                         // Power is set/got on all Pump-Controller's on pin [D7]
    Menu[MenuItemsIdx].Pin = 7;                                     // Create a menu item for Power Control
    Menu[MenuItemsIdx].Text = "Power(P)";                           // Allow this Value to be 'SET' by the user
    Menu[MenuItemsIdx].Sub[SET].State = SETTABLE;                  // A Low Alarm is identified by a lower-case 'p'
    Menu[MenuItemsIdx].Sub[LOALARM].ID = 'p';                      // A High Alarm is identified by an upper-case 'P'
    Menu[MenuItemsIdx].Sub[HIALARM].ID = 'P';                      // Power can be "Off"          - Option #0 = Off
    Menu[MenuItemsIdx].Option[0].Text = "Off";                     // "Off" will be the value 'LOW' - Off = LOW
    Menu[MenuItemsIdx].Option[0].Value = LOW;                       // Power can be "On"           - Option #1 = On
    Menu[MenuItemsIdx].Option[1].Text = "On";                      // "On" will be the value 'HIGH' - On = HIGH
    Menu[MenuItemsIdx].Option[1].Value = HIGH;                     // Last Option Index defined - Number of Options - 1

    //-----
    #if ULTRASONIC_WATER_LEVEL_INSTALLED>0
        MenuItemsIdx++;
        Menu[MenuItemsIdx].Device = DitchPump;                     // Water Level is read from VIRTUAL (Pump-Controllers firmware) pin 64
        Menu[MenuItemsIdx].Pin = 64;                               // Create a menu item for Water Level Transducer
        Menu[MenuItemsIdx].Text = "Water (L)";                     // A Low Alarm is identified by a lower-case 'l'
        Menu[MenuItemsIdx].Sub[LOALARM].ID = 'l';                  // A High Alarm is identified by an upper-case 'L'
    #endif
    //-----
    #if WATER_PRESSURE_INSTALLED>0
        MenuItemsIdx++;
        Menu[MenuItemsIdx].Device = DitchPump;                   // The 'signal' is gotten on all Pump-Controllers on pin [A3]
        Menu[MenuItemsIdx].Pin = A3;                             // Create a menu item for the Primary Pressure Transducer
        Menu[MenuItemsIdx].Text = "Pressure(R)";                 // Modify value to display PSI instead of MPa
        Menu[MenuItemsIdx].ValueModifier = PRESSURE;            // A Low Pressure alarm is identified by a lower-case 'r'
        Menu[MenuItemsIdx].Sub[LOALARM].ID='r';                  // A High Pressure alarm is identified by an upper-case 'R'
    #endif
    /*// UN-COMMENT BELOW FOR A SECOND PUMP-CONTROLLER ( NAMED "Canal Pump" ) WITH TRANSCEIVER_ID = 11
    //-----
    MenuItemsIdx++;
    Menu[MenuItemsIdx].Text = "Power(C)";                         // Create a menu item for Power Control
    Menu[MenuItemsIdx].Device = CanalPump;                        // Power is set/got on all Pump-Controllers on pin [D7]
    Menu[MenuItemsIdx].Pin = 7;                                    // Allow this Value to be 'SET' by the user
    Menu[MenuItemsIdx].Sub[SET].State = SETTABLE;                // A Low Alarm is identified by a lower-case 'p'
    Menu[MenuItemsIdx].Sub[LOALARM].ID = 'c';                    // A High Alarm is identified by an upper-case 'P'
    Menu[MenuItemsIdx].Sub[HIALARM].ID = 'C';                    // Power can be "Off"          - Option #0 = Off
    Menu[MenuItemsIdx].Option[0].Text = "Off";                   // "Off" will be the value 'LOW' - Off = LOW
    Menu[MenuItemsIdx].Option[0].Value = LOW;                     // Power can be "On"           - Option #1 = On
    Menu[MenuItemsIdx].Option[1].Text = "On";                     // "On" will be the value 'HIGH' - On = HIGH
    Menu[MenuItemsIdx].Option[1].Value = HIGH;                    // Last Option Index defined - Number of Options - 1

    //-----
    MenuItemsIdx++;
    Menu[MenuItemsIdx].Text = "Pressure(F)";                     // Create a menu item for the Primary Pressure Transducer
    Menu[MenuItemsIdx].Device = CanalPump;                        // The 'signal' is gotten on all Pump-Controllers on pin [A3]
    Menu[MenuItemsIdx].Pin = A3;                                 // Modify value to display PSI instead of MPa
    Menu[MenuItemsIdx].ValueModifier = PRESSURE;                // A Low Pressure alarm is identified by a lower-case 'r'
    Menu[MenuItemsIdx].Sub[LOALARM].ID='f';                      // A High Pressure alarm is identified by an upper-case 'R'

    //-----
    MenuItemsIdx++;
    Menu[MenuItemsIdx].Text = "Pressure(S)";                     // Create a menu item for the Secondary Pressure Transducer

```


6. OPTIONAL ACCESSORIES

Optional Accessories can be added to the Ag-irrigation Remote Control system to enhance monitoring and control abilities.

6.1 Hand-Remote

6.1.1 9V Rechargeable Batteries (\$18.90)

It is highly recommended to purchase high output 300mAH or more rechargeable 9V Batteries; as the Hand-Remote will eat through batteries pretty quickly.

At time of writing EBL 4x 600mAH 9V Li-ion Rechargeable Batteries with Charger could be purchased for \$18.90
<http://www.ebay.com/itm/300974624904>

NOTE: Even if a USB power is plugged in – If the power switch is turned ON it will still draw power from the battery. If you plug in USB for power be sure the power switch on the Hand-Remote unit is turned OFF.

6.2 Pump-Controller

6.2.1 Pressure

✓ Features

- Offers a way to remotely monitor the water pressure
 - Default programming on pin A3

A. Materials (\$9.59)



5V 0-1.2 MPa Pressure Transducer Sensor Oil Fuel Diesel Gas Water Air Sensor
[Banggood.com](#) (\$9.59/EA)



(~30-feet) 4-lead outdoor wire required to reach from the pipe to the Pump-Controller
(See Outdoor Data Wire in BOM)

B. Installation

1. Remove the current Pressure Gauge from its location
 2. Screw in the Pressure Transducer (*Typically does fit the same hole size and threads as the pressure gauge*)
 3. Wire up the Transducer as follows
 - a) Transducer RED wire (+5V) → Cat5e ORANGE
 - b) Transducer BLACK wire (GND) → Cat5e BROWN
 - c) Transducer YELLOW wire (SIGNAL) → Cat5e BLUE

4. Wire the other end of the Cat5e Wire into the Pump-Controller

- a) Cat5e ORANGE → 5VDC
- b) Cat5e BROWN → GND
- c) Cat5e BLUE → A3



C. Firmware Adjustments

See [#5.1.Adding Expansions|outline](#)

To activate the Pressure Sensor on the Hand-Remote Unit

6.2.2 Water Level

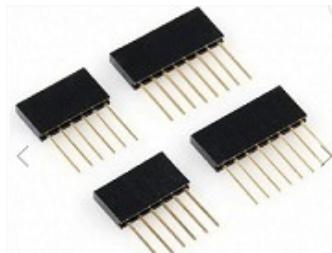
✓ Features

- Offers a way to remotely monitor water-level in a ditch
- Default programming on pins D4 (TRIG) and D5 (ECHO) – *On Pump-Controllers Firmware*

A. Materials (\$10.77/ea)



(1) DC 5V Waterproof Ultrasonic Module
Distance Measuring Transducer Sensor
[banggood.com](https://www.banggood.com) (\$ 10.77/EA)



(1) 4-PIN Female Dupont Header
to connect to Circuit Board Pins
(See Dupont Headers in BOM)

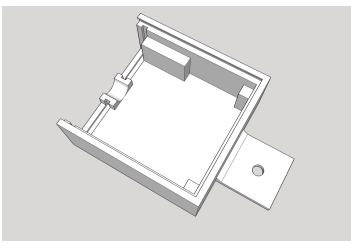


(~30-feet) 4-lead outdoor wire
required to reach from the ditch to the Pump-Controller
(See Outdoor Data Wire in BOM)

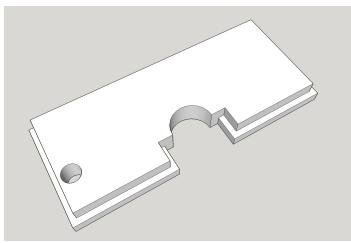
B. 3D-Prints (\$1.30)

✓ Print the Following Models on a 3D-Printer

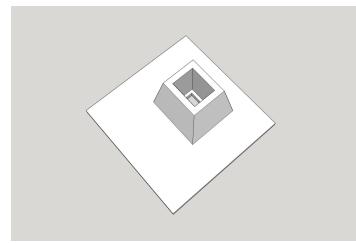
- Files Located at <https://github.com/tgit23/AgrigationRemoteControl/tree/master/Accessories/Sonic%20Water%20Level%20Meter/3D-Prints-STL>
- Total Filament = 43.7 cm³ @ \$0.03/cm³ ~ \$1.30



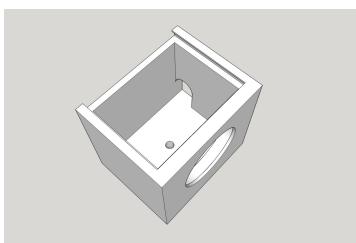
SonicCircuitBoardCase.stl (14.3 cm³)



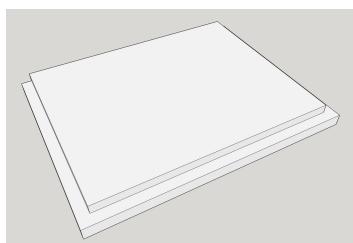
SonicCableCover.stl (2.5 cm³)



SonicCircuitBoardCover.stl (6.7 cm³)



SonicHeadCase.stl (17.6 cm³)



SonicHeadCover.stl (2.6 cm³)

C. Firmware Adjustments

See [#5.1 Adding Expansionsoutline](#)

To activate the Ultrasonic Distance Water Level Meter on the Hand-Remote Unit

6.2.3 Auxiliary Contact (\$43.75)



✓ Auxiliary contact, side mounted, 1 N.O. Contact (**NOTE: This must match/fit the pump panels Contactor Unit**)

○ https://www.automationdirect.com/adc/Shopping/Catalog/Motor_Controls/Eaton_Cutler-Hammer_Contactors_-z_-_Starters_-z_-_Overloads/Auxiliary_Contacts/C320KGS1 - \$43.75/ea

✓ Notes

- Auxiliary Contactor must be purchased according to the contactor they will FIT on.
 - The above suggested purchase will ONLY work with the NEMA-2 Model # AN16GNO Series B1 Contactor
 - The Auxiliary Contactor typically already used by the Start-lock CANNOT be used for this purpose as it has 480V wires already attached to it.
 - Often a used aux contactor can be found much cheaper on ebay

✓ Benefits

- Offers a way to monitor the actual (i.e. directly) the pump power status

6.2.4 Flow Meter

Did not implement due to high costs and limited benefits

<http://www.banggood.com/TUF-2000M-TS-2-Digital-Ultrasonic-Flow-Meter-Ultrasinic-Flow-ModuleRTU-p-1087832.html> (\$186.77)

7. TROUBLESHOOTING

✓ Support

- You can email me at tgit28@gmail.com with any questions, comments and or requests. I'm glad to help in any way I can.

✓ Hand-Remote Problems

- The **Display** is or started to show **garbage**
 - Typically this is a symptom of a low battery (Replace the 9V Battery and see if that fixes the problem)

- The **Menu-Items all show 'ERR'** (Meaning it cannot communicate with the Pump-Controller)

▪ 1) Unplug the Pump-Controller Box at the Pump-Panel [Exit PLUG](#)

▪ 2) Measure voltage across the two center pins; It should read approximately 24Vdc. If it doesn't --

▫ Double check that the main breaker is ON

▫ If the pins still do not read voltage; double check the installation steps (Make sure to turn OFF the main breaker before opening the panel)

▪ 3) If 24Vdc is measured at the Exit Plug ---

▫ Remove the [PUMP-CONTROLLER](#) cover

▫ Measure voltage from the screw terminals labeled 5Vdc and GND; It should read approximately 5Vdc. If it doesn't --

▫ Check that the DC power plug is plugged into the Arduino (See BOM to determine which board is the Arduino)

- Check that board lights are lit and one should be blinking
- 4) If all the above is Okay
 - There may be a more serious problem like a solder joint has come UN-done or system configuration was lost.
 - You can try and re-configure the Xbee and Upload Firmware again; but the unit is deemed broken and should be returned for a replacement

✓ Pump-Controller Problems

- The **Pump doesn't turn ON** although the Hand-Remote displays that Power is ON
 - 1) Be sure the Hand-Off-Auto Selector switch is set to Auto
 - 2) Double check the installation steps (Make sure to turn OFF the main breaker before opening the panel)
 - Note: If the Solid State Relay was wired on the wrong side of the Start Button; this will cause a short when the Power was Set → ON on the Hand-Remote and the Solid State Relay may be fried and will need to be replaced.

8. OTHER RESOURCES / LINKS

✓ RF Controllers

- Commercial
 - <http://www.forbixindia.com/electronics/remote-motor-control/>
 - <http://www.remotecontroleverything.com/long-range-wireless-remote-control-3-phase-power-water-pump/>
 - <http://www.sprinklerwarehouse.com/remote-control-guide-s/6282.htm>
 - <http://www.sprinklerwarehouse.com/Hunter-Remote-Controllers-Timers-s/109.htm>
 - <http://rayshobby.net/opensprinkler/>
 - Rain Bird Controller wiring diagram <http://www.lawnh2o.com/rainbird/PDF/Wiring-Manual.pdf>
- Home-made Projects
 - <https://www.instructables.com/id/COMPACT-AND-ROBUST-AUTOMATED-AGRICULTURE-REMOTE/>

✓ Cellular Controllers

- Commercial
 - <http://www.myfieldnet.com/>
 - <https://www.ag-rite.com/system-description>
 - 380V 50Hz 500W (TOO SMALL) https://www.alibaba.com/product-detail/GSM-industrial-three-phase-power-switch_60270579733.html (\$100-\$200)
 - Looks cheap http://www.bieneelectronics.com/products/br_application.htm

- Home-made Projects
 - <https://www.instructables.com/id/SMS-controlled-Wireless-Irrigation-System/>
 - <https://www.stavros.io/posts/arduino-powered-irrigation-system/>

✓ Component considerations

- Atmel328 with RF boards <https://www.digitalsmarties.net/products/eenode>
- ALL about Solid State Relays http://www.phidgets.com/docs/Solid_State_Relay_Primer
- Remote Relay https://www.controlanything.com/Relay/Relay/XSC_PROXR
- RF Remote <http://www.remotecontroleverything.com/long-range-wireless-remote-control-3-phase-power-water-pump/> (\$83 – A serious alternative @ 2000-meter?? range)

✓ Digi Xbee Links

- Sparkfun Xbee User Guide <https://learn.adafruit.com/xbee-radios/>
- Sparkfun Xbee Buying Guide https://www.sparkfun.com/pages/xbee_guide
- Xbee 1-WATT (up to 40-miles) <https://www.digi.com/products/xbee-rf-solutions/embedded-rf-modules-modems/xtend-module#overview> (S3B is .25 Watts)
- Xbee Homepage <https://www.digi.com/products/xbee-rf-solutions>