

Subnero Underwater Modem

User Manual



M25M series

WNC-M25MSN3, WNC-M25MSS3, WNC-M25MSE3
v1.1

For the latest version of the user manual, please visit:

<https://www.subnero.com/support/wnc/manuals>

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CHAPTER 1

The Modem

1.1 Introduction

The software-defined Subnero underwater modem provides a flexible platform for a variety of underwater networks and applications. With substantial computing power packed into a compact form factor, users are able to implement and deploy complex algorithms in the modem, hence allowing robust communication between underwater nodes as well as driving the innovation of new protocols and applications. The modem provides options for customization and extension at many levels, allowing network protocols as well as physical layer algorithms to be implemented and tested easily.

Subnero modems are available in 3 different configurations for various deployment scenarios:

1.1.1 Node configuration

In this configuration, the modem includes a battery pack, a pressure housing and can be deployed to operate in a standalone mode, i.e., without any external supply. This configuration is ideal for cases such as; the modem used as navigational beacon, modem with external sensors etc.



Figure 1.1: Node Configuration

1.1.2 Surface configuration

In surface configuration, the modem is deployed from the surface (of a barge/boat etc.) and is usually connected to the user's computer/machine or a terrestrial network for the user to communicate with other modems that are deployed in the waterbody (e.g. bottom mounted nodes, autonomous underwater vehicles (AUVs) etc.)



Figure 1.2: Surface Modem Deployment

1.1.3 Embedded configuration

This configuration is used to embed/integrate the modem to a bigger platform such as an AUV and depends on the platform to which it is integrated to, for its power, pressure housing etc.



Figure 1.3: Embedded Configuration

1.2 Technical Specifications

1.2.1 Node Configuration

Item	Value	Remarks
Length	60 cm	Including battery compartment (may differ based on capacity)
Diameter	15 cm	
Dry weight	8 kg	Without batteries
Input voltage	24 VDC (regulated)	Range: 22–28 VDC
Battery pack	24 V, 15 Ah	Primary batteries (16 D-cells)
Battery pack chemistry	Alkaline	User replaceable
Weight	10 kg	Including batteries

Item	Value	Remarks
Face seal O-ring number	248	
Battery holder fastener	10 mm M3 countersunk Philips	4 nos.
Depth rating	100 m (customizable)	Pressure tested
Frequency band	20-30 kHz	
Source level	185 dB re 1uPa @ 1m rms	
External interfaces	Power, Ethernet	
Software framework	UnetStack	www.unetstack.net
Software interfaces	UnetStack agents	
Data rate	0.5 kbps (control link) 1-10 kbps (data link)	
Communication range	Up to 3 km	Nominal
Ranging precision	0.1 m	

1.2.2 Surface Configuration

Item	Value	Remarks
Length	30 cm	
Diameter	15 cm	
Weight	4 kg	
Input voltage	24 VDC (regulated)	Range: 22–28 VDC
Depth rating	100 m (customizable)	Pressure tested
Frequency band	20-30 kHz	
Source level	185 dB re 1uPa @ 1m rms	
External interfaces	Power, Ethernet	
Software framework	UnetStack	www.unetstack.net
Software interfaces	UnetStack agents	
Data rate	0.5 kbps (control link) 1-10 kbps (data link)	
Communication range	Up to 3 km	Nominal
Ranging precision	0.1 m	

1.2.3 Embedded Configuration

Item	Value	Remarks
Dimensions	20 cm x 10 cm x 10 cm	Excluding transducer
Weight	2.5 kg	
Input voltage	24 VDC (regulated)	Range: 22–28 VDC
Frequency band	20-30 kHz	
Source level	185 dB re 1uPa @ 1m rms	
External interfaces	Power, Ethernet, transducer	
Software framework	UnetStack	www.unetstack.net
Software interfaces	UnetStack agents	
Data rate	0.5 kbps (control link) 1-10 kbps (data link)	
Communication range	Up to 3 km	Nominal
Ranging precision	0.1 m	

CHAPTER 2

Modem Operations

2.1 Node configuration

The standard node configuration ships with power and communication cable to be used to power up and configure the modem prior to deployment.

There are various types of cables that ship with the node configuration modem:

1. Lab Cable - This cable is not underwater rated and can only be used in dry areas (e.g. Laboratory, deck of boat, etc.)
2. Underwater Power Cable - This cable is underwater rated and can be used to externally power the modem.
3. Underwater Ethernet Cable - This cable is underwater rated and will turn on the modem when the batteries are inserted. It can be used to connect to the modem when it has been deployed.



Figure 2.1: Underwater cable

If unsure of the cable, check the shipping contents at the front of the documentation packet or contact Subnero.

One end of the cable is a bulkhead connector used to connect to the modem and the other end is terminated with Ethernet (RJ45) connector and power terminal (banana plugs). The node configuration also comes with an ON/OFF key for powering up the modem during deployment.

2.1.1 Powering up the modem using external power supply

- (a) Connect the cable bulkhead connector to the modems bulkhead connector.



Figure 2.2: Cable bulkhead connector.

- (b) Connect the power cable to 24 V power supply. Limit the current to a maximum of 3.5 A.



Figure 2.3: Power and ethernet connector.

- (c) Connect the Ethernet connector to the users computer (in internet sharing mode) or a network that has a DHCP server (e.g. router). The modem

expects a DHCP server to assign an IP address to it (e.g. connect it to a wireless router that runs a DHCP server).

- (d) Switch on the power supply.
- (e) Find the IP address assigned to the modem from the DHCP server. The MAC address of the modems Ethernet interface is located on the modems hull.
- (f) Once the IP address is listed, the modem is ready to use.

2.1.2 Powering up the modem using internal battery pack

- (a) After installing the batteries (see section 2.1.4 for how to complete this), connect the ON/OFF key to the bulkhead of the modem.



Figure 2.4: ON/OFF key.

- (b) Modem will boot up using supply from the battery pack. This method is typically used for deployment.

2.1.3 Connecting to the modem

- (a) Once the IP address of the modem is identified, open an internet browser in a computer.
- (b) Type the IP address of the modem in the address bar and hit enter.
- (c) The browser will load the landing page of the modems web interface.

2.1.4 Inserting and changing batteries

The node configuration's battery compartment is pressure sealed. The web interface displays the battery voltage. Once the battery voltage falls below a certain threshold (differs between various battery chemistries, check the battery's specifications), user should replace the battery pack as listed below:

- (a) Battery compartment can be accessed from the top of the mechanical hull by 4 Phillips head screws.



Figure 2.5: Battery compartment end cap.

- (b) Remove each screw.
- (c) To seal the end cap, an o-ring sits between the cover and the hull. This should be greased between uses and the o-ring should be checked for debris.
- (d) The cable connecting the power and ethernet to the modem runs through the battery compartment. Special care should be taken while handling the end cap in order to avoid strain on the cables.
- (e) Remove two thumb screws holding the lid on the battery casing.
- (f) Remove old batteries from compartment.



Figure 2.6: Battery compartment and o-ring.



Figure 2.7: Battery compartment.

- (g) Install new batteries.
- (h) Replace lid, taking care to apply even pressure across the surface.
- (i) Check o-ring for damage or debris and apply grease if needed.
- (j) Coil wire back up and slot into cable hole, if required.

- (k) Close the end cap and fasten with the 4 screws.
- (l) Connect the cable or key, power up the modem, launch the web interface and verify the battery voltage.

2.1.5 Deployment of modem

Below is a rough guideline that the user may follow before deployment of the modem:

- (a) Install new set of batteries.
- (b) Power up the modem using external cables provided.
- (c) Connect to the modem using a computer and open the web interface.
- (d) Add one or multiple sleep-wakeup schedules based on the deployment scenario.
- (e) Power off the modem and remove the external cable.
- (f) Connect the modem ON/OFF key to the modem bulkhead connector.
- (g) Deploy the modem in the designated area.
- (h) The modem will power up, ready to transmit and receive based on the schedules set by the user.

NOTE: In case the user would like to add/modify/delete a schedule or a configuration parameter after the modem is powered down, simply power on the modem using the external cable. After the modem boots up, it waits for 5 minutes for a user input. If no input is received and if there is a sleep schedule configured, the modem will enter sleep state.

2.2 Surface configuration

2.2.1 Powering up the modem

Refer to 2.1.1.

2.2.2 Connecting to the modem

Refer to 2.1.3.

2.3 Deploying modem with clamp

The modem ships with a clamp used for deployment. Below is the steps to attach the clamp to the modem:

- (a) Each clamp consists of two c-shape parts, two eye bolts with nuts and two M8 size bolts (see Fig. 2.8).
- (b) Align each c-shape component around the modem (see Fig. 2.9).
- (c) Screw in each bolt, taking care to tighten each side equally (see Fig. 2.10).
- (d) If not already done so, screw each eye bolt with nuts into the top of the clamp (see Fig. 2.11).

Once complete, modem is ready to be attached to a rope and deployed.



Figure 2.8: Deconstructed clamp.



Figure 2.9: Aligning clamp.



Figure 2.10: Fastened clamp.



Figure 2.11: Clamp with eye bolt and nuts .

CHAPTER 3

Web Interface

All Subnero underwater acoustic modems ship with a web interface that users can use to operate or configure the modem. Once the modem is powered up and connected to a network or user's computer, open a web browser and type the IP address and hit enter. The user will see the landing page of the modem's web interface as shown below:

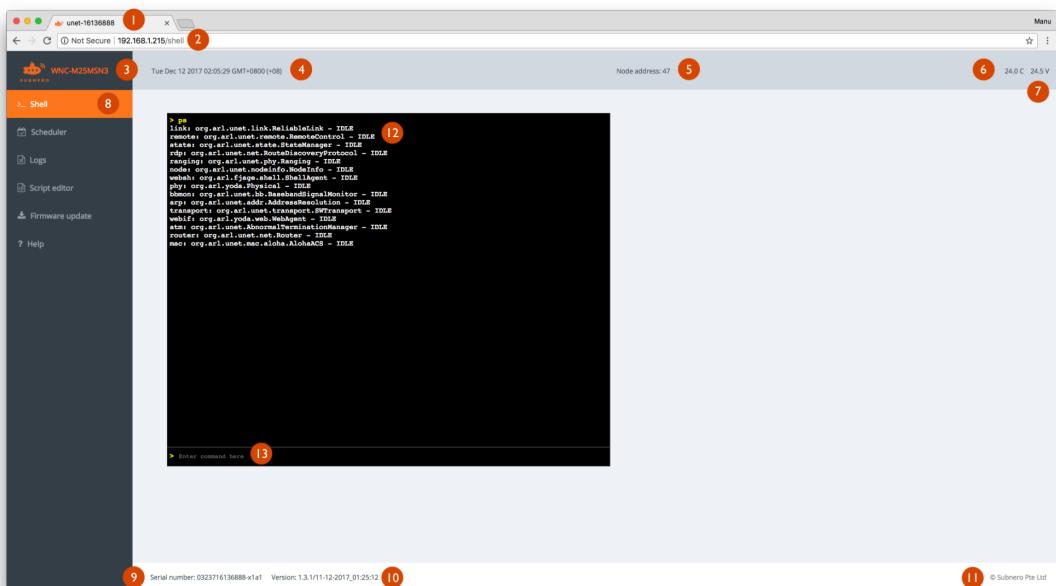


Figure 3.1: Modem Landing Page

1. Modem name.
2. IP address.
3. Model number.
4. Current date and time (shown in local timezone). Modem's internal time is

- maintained in UTC.
5. Node address (For acoustic interface).
 6. Internal temperature.
 7. Battery voltage (for node configuration) NOTE: For other configurations such as surface or embedded, this setting is not applicable.
 8. Navigation menu: Various modem functionalities such as shell, scheduler etc. are listed here.
 9. Serial number.
 10. Software version.
 11. Vendor information.
 12. Shell display window.
 13. Command line, where the user types various commands.

3.1 Shell

The shell provides the primary user interface to interact with the modem. A user can enter commands to transmit or receive packets, signals or configure the modem using various commands. Most of the modem operations are executed using shell commands.

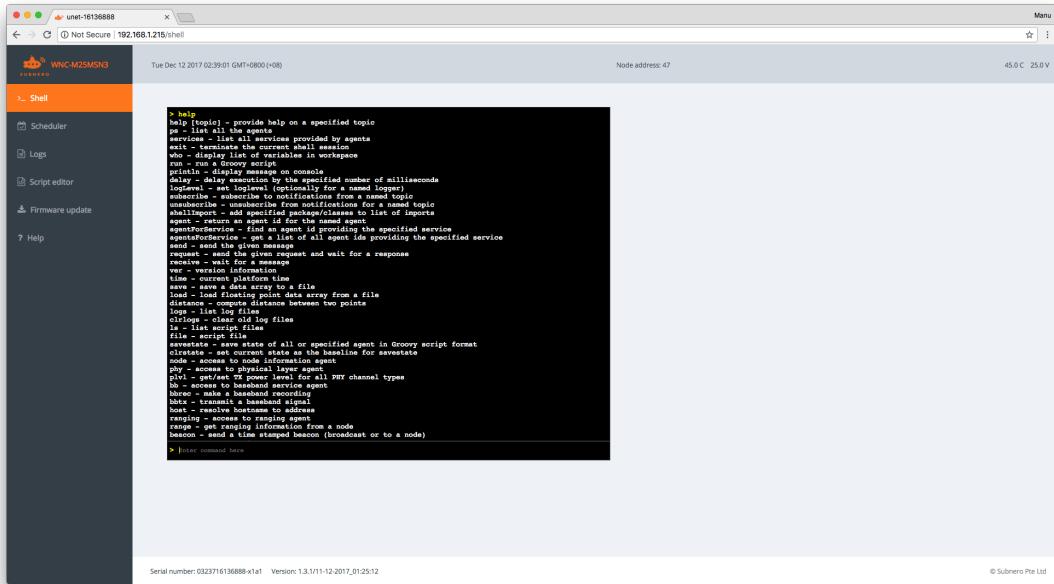


Figure 3.2: Help Command

The modem’s shell is provided by the standard Groovy command line utility. The command “help” lists out most of the major user commands.

```
> help
help [topic] - provide help on a specified topic
ps - list all the agents
services - list all services provided by agents
exit - terminate the current shell session
who - display list of variables in workspace
run - run a Groovy script
println - display message on console
delay - delay execution by the specified number of milliseconds
logLevel - set loglevel (optionally for a named logger)
subscribe - subscribe to notifications from a named topic
unsubscribe - unsubscribe from notifications for a named topic
shellImport - add specified package/classes to list of imports
agent - return an agent id for the named agent
agentForService - find an agent id providing the specified service
agentsForService - get a list of all agent ids providing the specified service
```

```
send - send the given message
request - send the given request and wait for a response
receive - wait for a message
ver - version information
time - current platform time
save - save a data array to a file
load - load floating point data array from a file
distance - compute distance between two points
logs - list log files
clrlogs - clear old log files
ls - list script files
file - script file
savestate - save state of all or specified agent in Groovy script format
clrstate - set current state as the baseline for savestate
node - access to node information agent
phy - access to physical layer agent
plvl - get/set TX power level for all PHY channel types
bb - access to baseband service agent
bbrec - make a baseband recording
bbtx - transmit a baseband signal
host - resolve hostname to address
ranging - access to ranging agent
range - get ranging information from a node
beacon - send a time stamped beacon (broadcast or to a node)
mac - access to MAC agent
link - access to link agent
transport - access to transport agent
abort - abort all transport datagram transfers
router - access to routing agent
routes - print routing table
addroute - add a route to the routing table
delroute - delete a route from the routing table
delroutesto - delete all routes to specified node from the routing table
delroutes - delete all routes from the routing table
rdp - access to route discovery protocol agent
rreq - initiate route discovery
```

```
trace - trace route
remote - access to remote agent
rnode - to create proxy of remote node
tell - send a text message to another node
fput - transfer a file to a remote node
fget - transfer a file from a remote node
addsleep - schedule sleep and wakeup of the modem
showsleep - shows sleep/wakeup schedule
rmsleep - removes sleep/wakeup schedule
reboot - restart network stack
selftest - run diagnostics
fan - cooling fan control
```

The command "ps" lists all the current running processes.

```
> ps
link: org.arl.unet.link.ReliableLink - IDLE
remote: org.arl.unet.remote.RemoteControl - IDLE
state: org.arl.unet.state.StateManager - IDLE
rdp: org.arl.unet.net.RouteDiscoveryProtocol - IDLE
ranging: org.arl.unet.phy.Ranging - IDLE
node: org.arl.unet.nodeinfo.NodeInfo - IDLE
websh: org.arl.fjage.shell.ShellAgent - IDLE
phy: org.arl.yoda.Physical - IDLE
bbmon: org.arl.unet.bb.BasebandSignalMonitor - IDLE
arp: org.arl.unet.addr.AddressResolution - IDLE
transport: org.arl.unet.transport.SWTransport - IDLE
webif: org.arl.yoda.web.WebAgent - IDLE
atm: org.arl.unet.AbnormalTerminationManager - IDLE
router: org.arl.unet.net.Router - IDLE
mac: org.arl.unet.mac.aloha.AlohaACS - IDLE
```

NOTE: The output of these commands may change depending on the modem configuration and software version. Please refer to the "help" command for more details. Most parameters can be read from and written to. However, some commands are readonly. If a user attempts to write to readonly parameter, it will return an error message. An example is given below.

```
> phy.MTU  
13  
> phy.MTU=17  
org.arl.unet.UnetException: Parameter MTU could not be set [empty response]
```

Any configuration changes are not retained unless the user stores them using the "savestate" command. If the changes are not saved, the settings will revert back to factory default after power cycling the modem.

```
> savestate  
AGREE
```

NOTE: The "savestate" script file will be listed under the scripts page. It contains the changes that are saved. User can choose to modify the file directly using the script editor.

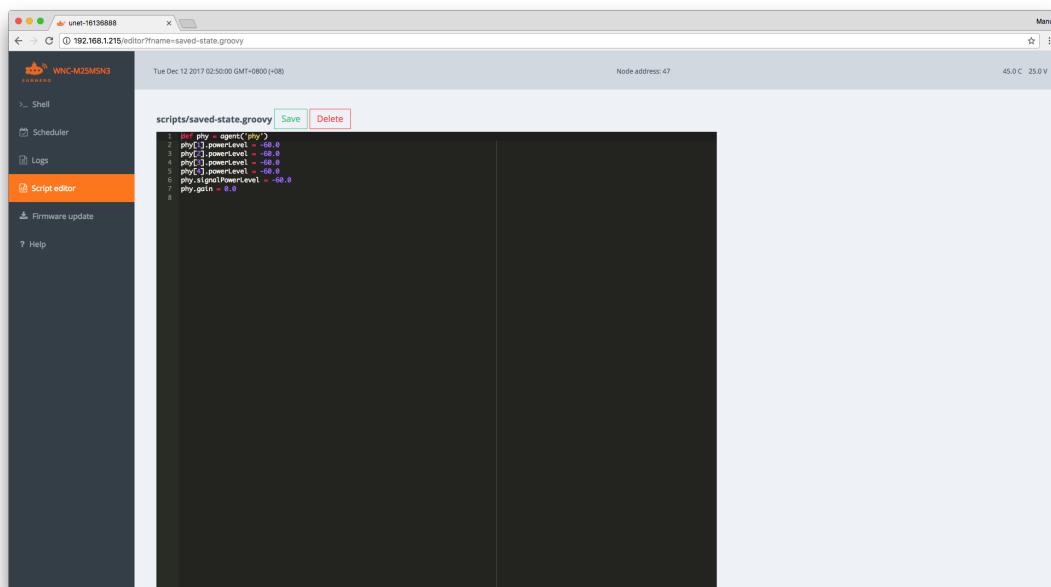


Figure 3.3: saved-state.groovy file

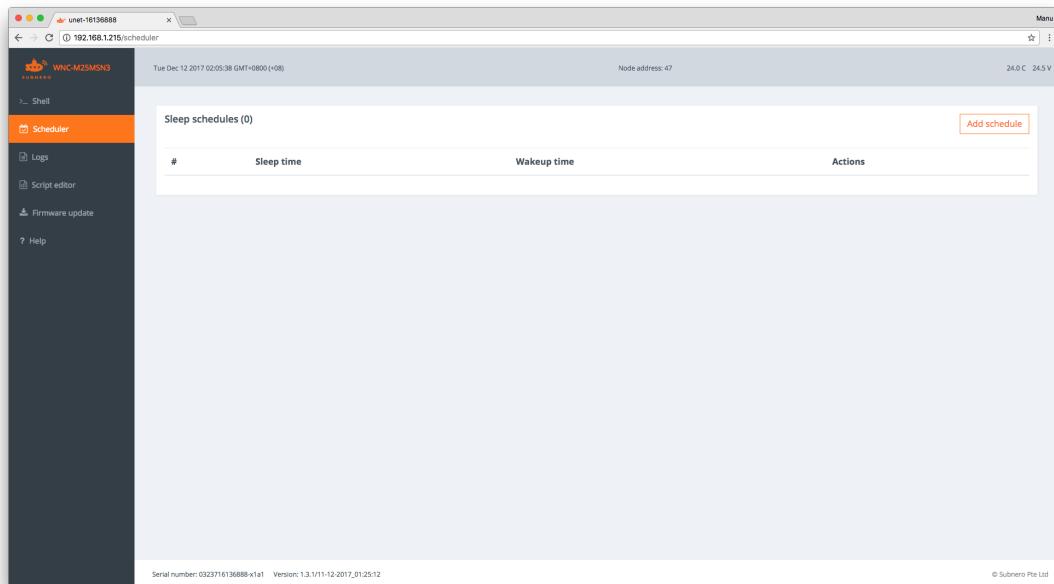
For details on various shell commands, refer to UnetStack documentation at <https://www.unetstack.net/docs.html>

3.2 Scheduler

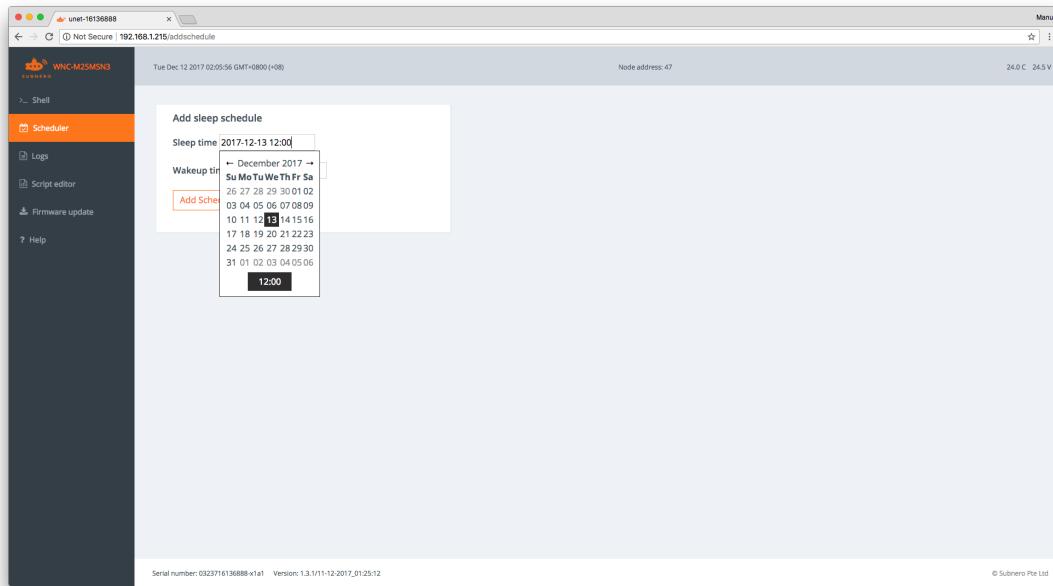
The scheduler allows the user to configure sleep and wakeup schedules so that the modems can enter power save (sleep) mode. This setting is most useful for node configuration of the modem. A user can schedule specific time slot for a bottom mounted node configuration modem to be powered up and ready to transmit and receive data/signals.

3.2.1 Adding a schedule

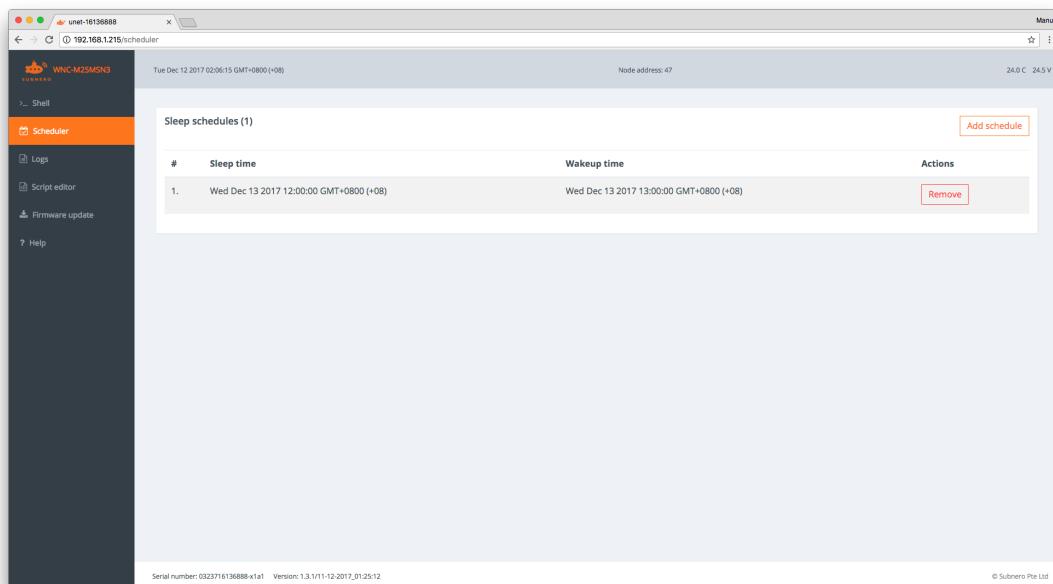
The steps to add a schedule is explained below:



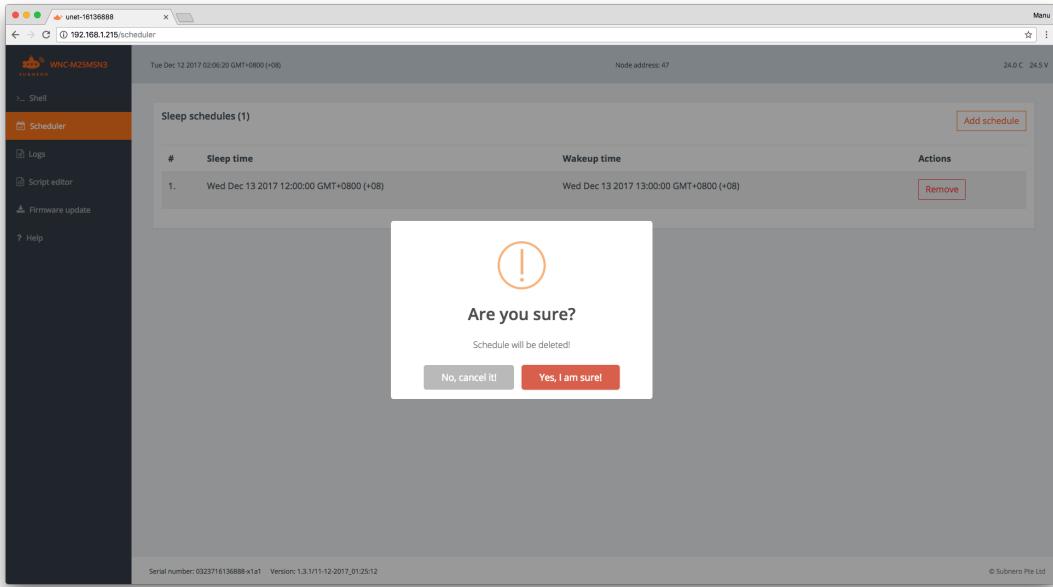
1. Click "Add schedule" button:



2. Add the sleep and wake up time and click “Add Schedule” button.



3. New schedule is listed in the Scheduler page.



4. Click “Remove” button to delete an existing schedule.

NOTE 1: In case if the user would like to add/modify/delete a schedule or a configuration parameter after the modem is powered down, simply power on the modem. After the modem boots up, it waits for 5 minutes for a user input. If no input is received and if there is a sleep schedule is configured, the modem will enter sleep state.

NOTE 2: Make sure the schedules added are well planned. Once the modem is deployed in water, it is not possible to communicate with the modem while it is in sleep state.

3.3 Logs

The logs page displays the current and the past logs of the system.

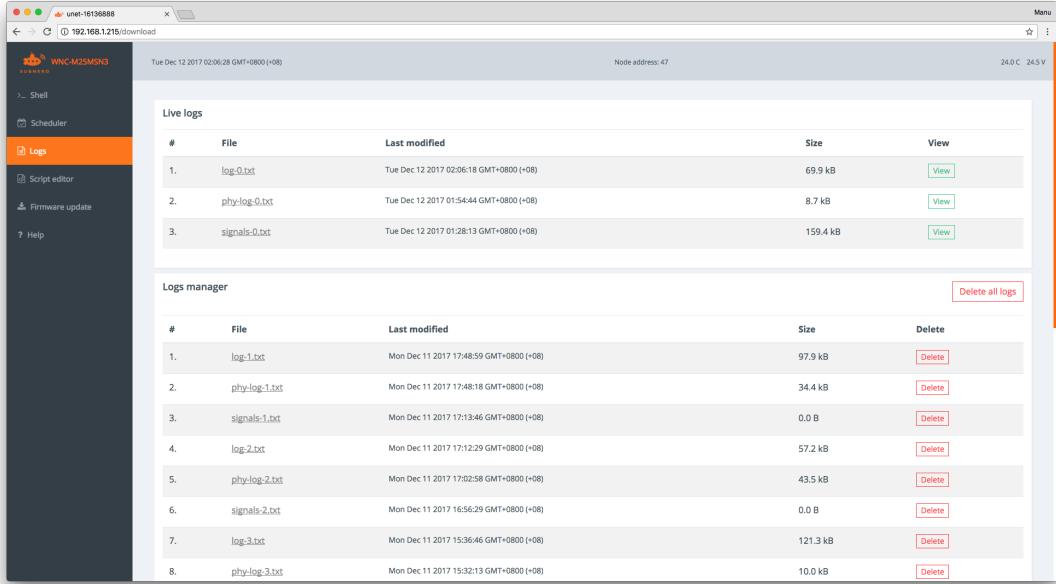


Figure 3.4: Logs

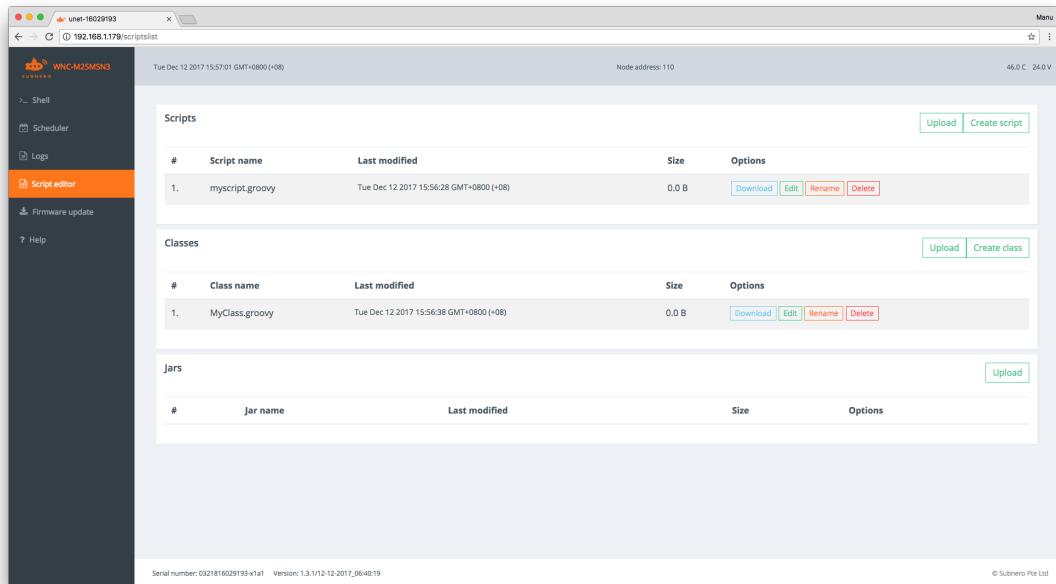
There are two kinds of log files:

- log-0.txt: This file contains network stack (UnetStack) logs.
- phy-log-0.txt: This file contains firmware logs.

A user can view the logs by clicking the files or download the logs for further analysis. Every time the modem is power cycled, a new log file is generated. The log files marked with “-0.txt” is the current set of log files. The modem implements log rotation. The maximum number of log files is 20 (this number may change in future). Once this limit is reached, the modem automatically deletes the oldest file. A user can delete the log files using the “Delete” button.

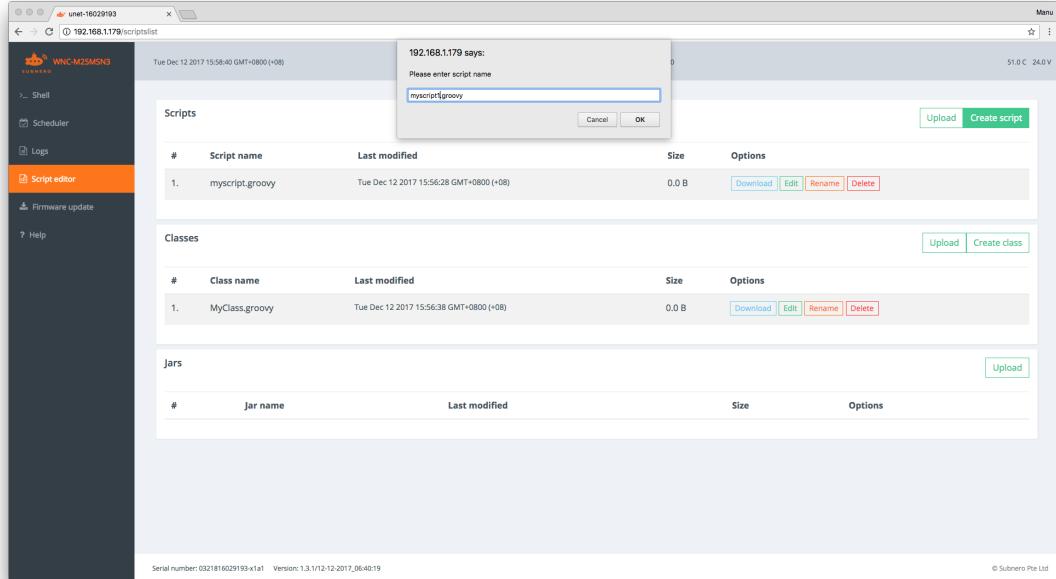
3.4 Script Editor

The script editor allows the user to create/edit/delete scripts, classes (e.g. UnetStack agents) and save directly in the modem using the web interface. It also allows uploading scripts or classes or jar files. Various scripts, classes and jar files in the respective folders are listed in the web page.

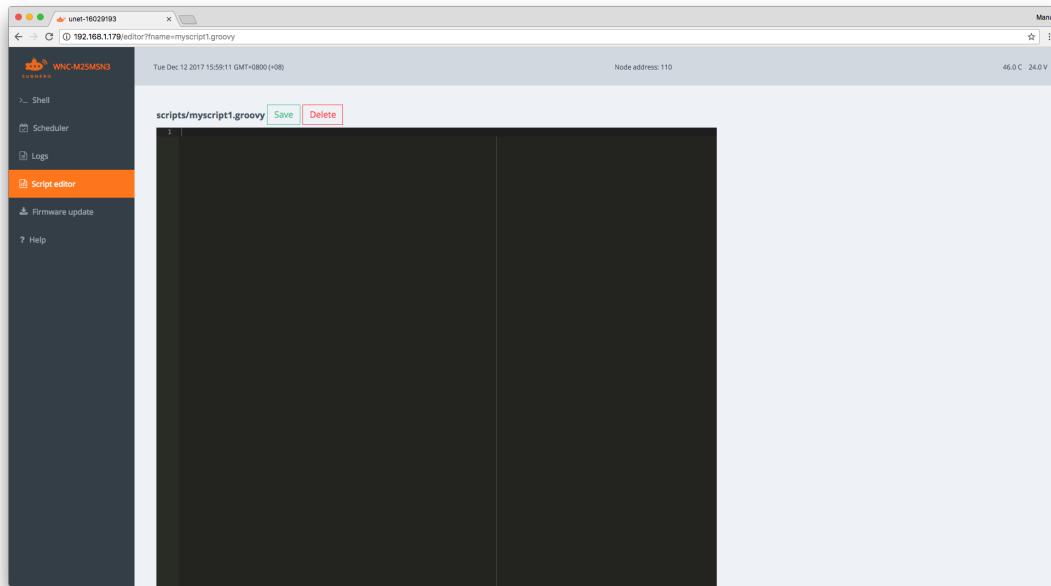


The steps to create/edit a script or class is listed below.

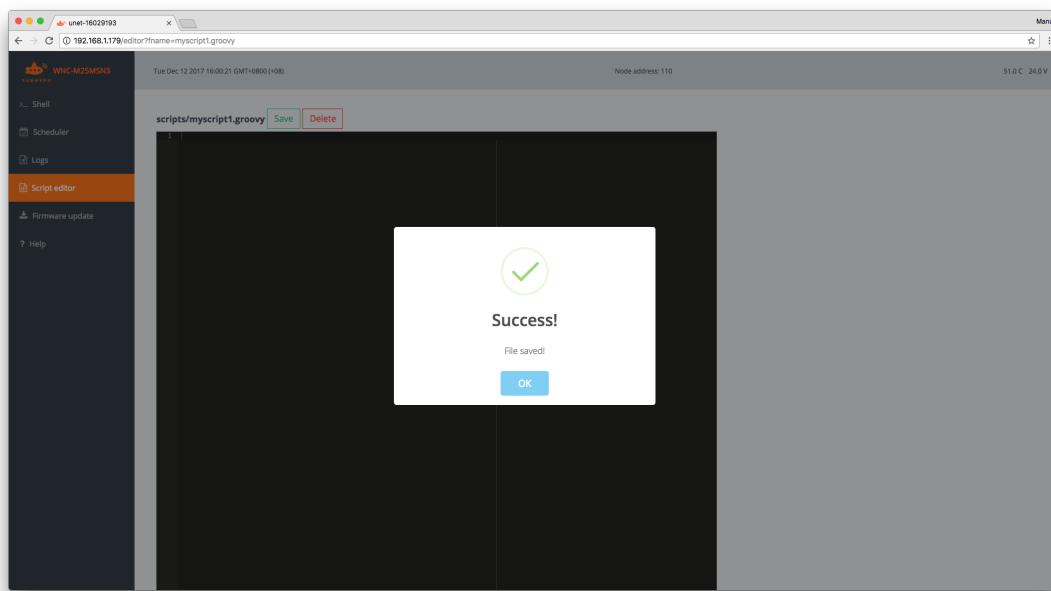
1. Click "Create Script" or "Create Class" button.



2. Give a name to the script or class file.

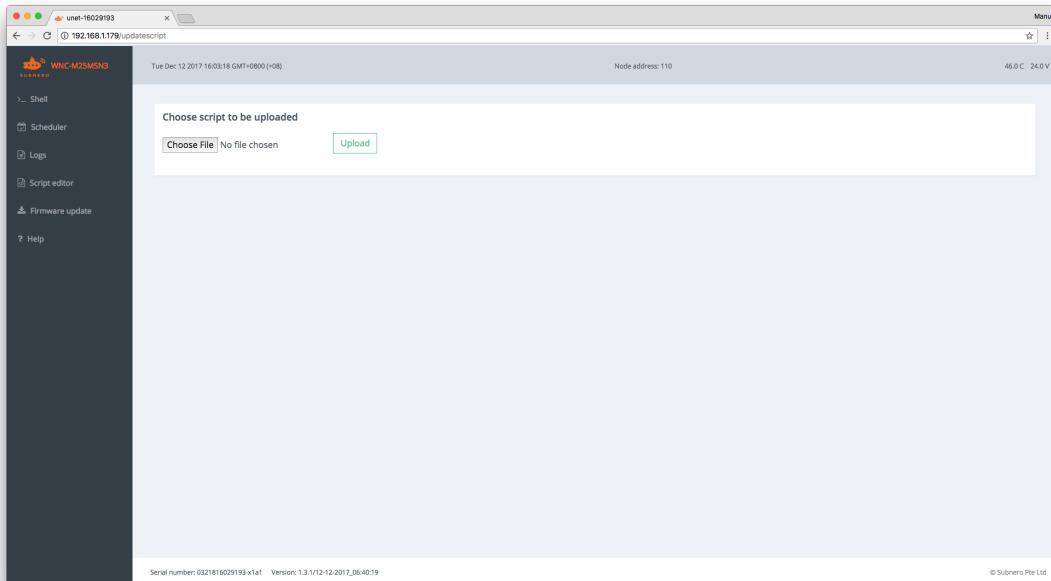


3. This will open an editor window where the user can write their own scripts or classes.



4. Once done, click "Save" button to save the script.

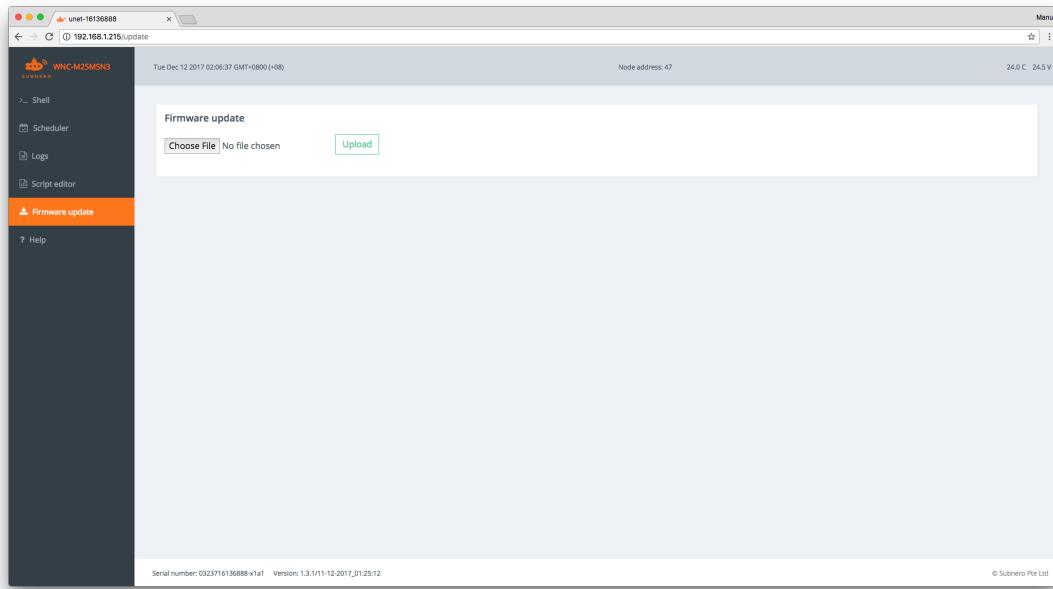
If the user prefer to create/write the script or class in his/her own computer, they can choose to upload the script to the scripts folder later. To upload a script or class or a jar file, click the “Upload” button, choose the file and click “Upload” button again. Once completed, the script, class or jar file can be accessed from the shell.



The various folders listed in the “Script Editor” page are as follows. Scripts folder: All scripts located in this folder can be accessed from the shell by the user. Classes folder: All classes or groovy files in this folder will be in the CLASSPATH so that users can access them from their scripts. Jars folder: Any jar files in this folder will be in the CLASSPATH.

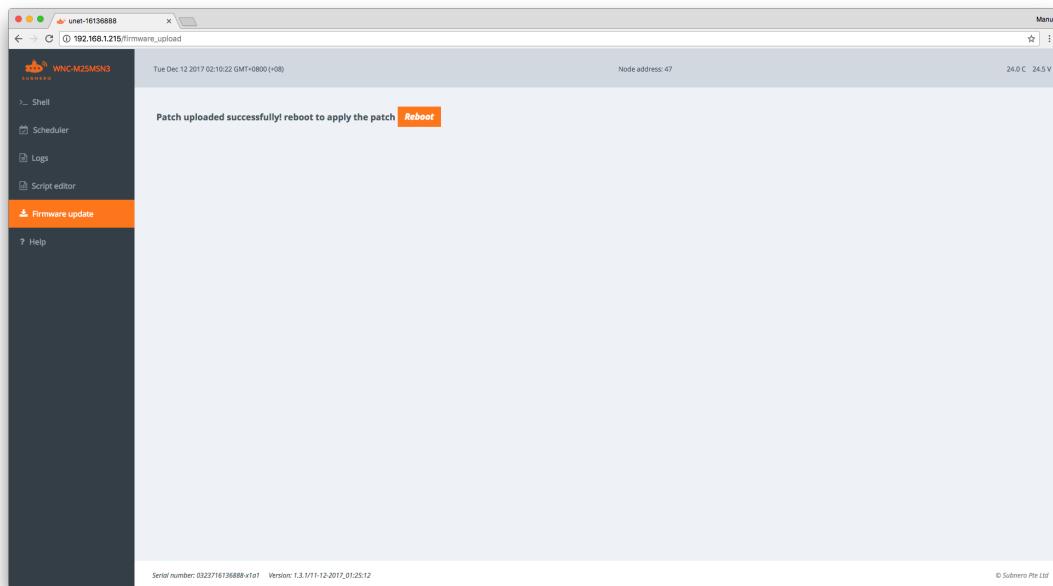
3.5 Firmware update

The firmware update page lets the user update the modem firmware. Users can download latest firmware for their modem configuration at <https://www.subnero.com/support/wnc/downloads>



The steps to update the modem firmware is listed below:

1. Download the latest firmware from Subnero support page.
2. Click “Choose File” button and point to the downloaded firmware file.
3. Click upload.
4. Reboot the modem.



CHAPTER 4

General Modem Maintenance

1. After each marine deployment, wash off the sea water from the pressure hull and any underwater cables with fresh water. Wash thoroughly before long term storage to remove any sea water residue.
2. Unplug and remove any batteries from the battery compartment before storage.
3. Clean the O-rings with a clean cloth or tissue and apply grease before deployments.
4. Store in a dry, cool place.