

## **AP3P400**

# 400A Atom Panel™ Smart Panelboard

#### **Features**

Load and Demand Management
Programmable Input Relays (Users configure Atom Switch
response to relay input for the entire panel)
TCP/IP over Ethernet Communication
Laminated Composite Busbar
Polycarbonate Front Window
E-Ink Display

Input Voltage	208/120VAC - 480/277VAC
Max Current	400A
Phase	3
Wire	4
AC Interrupting Capacity	100KAIC
MLO or MCB	MLO
Main Lugs Size	#6AWG - #300KCMIL AL/CU
Atom Switch Slots	14
Max. Atom Switch Rating per Slot	100A
Neutral Rating	100%
Standard	UL 67
NEMA rating	1
Programmable Relay Inputs	5
Communications Protocols	TCP/IP (external), CAN (internal)



20"W x 8"D x 60"H

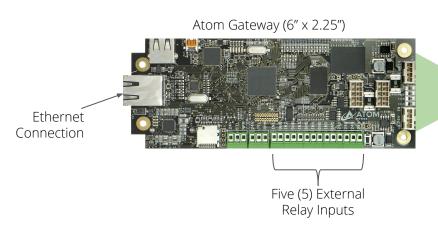
#### AP3P400 Gen. 2 Preliminary (1/07/2019)

## Operational Overview

The Atom Panel houses the Atom Switch circuit breakers and connects all Atom Switches to the Gateway which, in turn, hosts the Atom OS web application. All Atom Switches communicate via CAN bus to the Gateway, and the Gateway provides the aggregation of all CAN bus data, then, outputs this through the Atom OS via one (1) ethernet connection and one (1) IP address to the user. This provides the user access to the Atom OS without downloading any software and can be used on any device, anywhere with the necessary credentials. On the front of the panel you have access to information such as, panel name, feeder, and voltage on the e-ink display, and through the breaker status can be seen polycarbonate window.

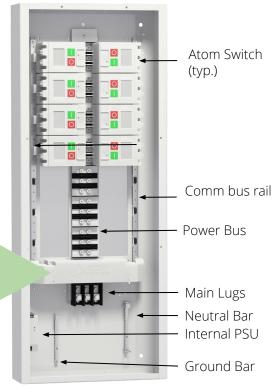


Every Atom Panel contains an Atom Gateway microprocessor. The Atom Gateway contains the Atom OS webapp software, Atom Switch CAN bus connections, customer ethernet connection, and customer external relay inputs (if used). The external relays are used if the customer requires an external method to open/close the Atom Switches within the panel and are programmable through the Atom OS software. The switching scenarios available to be programmed are virtually innumerable and can programmed to any sequence based on the pre-setup within the OS. The Gateway is energized via an internal 200-500VAC-24VDC power supply unit (PSU) which is tapped off of phases A and B at the main lugs. The Gateway then provides the necessary 24VDC and CAN bus communication to the comm bus rail and into the Atom Switches.





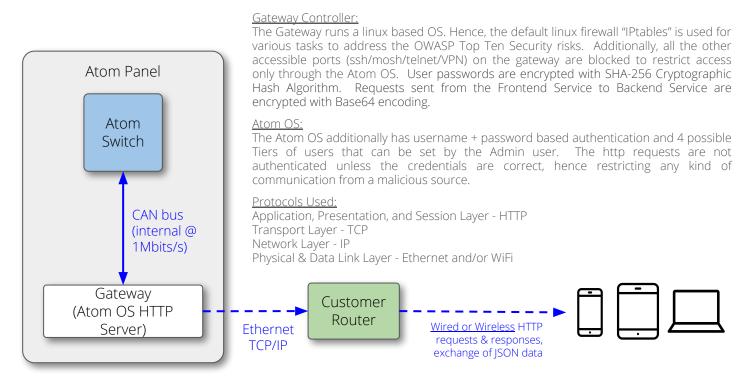
20"W x 8"D x 60"H



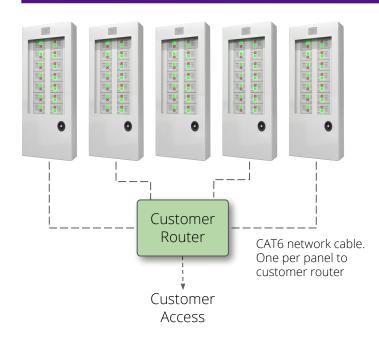
### Network Architecture & Security

#### General Overview:

Atom Switches send and receive information to/from the Gateway Controller through the CAN bus. The Gateway Controller processes the data and organizes it in a database through the Backend Service and hosts the data on the Atom OS. Conversely, The Atom OS also takes user inputs and the Frontend service sends this data to the Backend Service, and eventually to the Atom Switches over the CAN bus. The data is exchanged in the JSON format in between the services, and this exchange takes place only when the HTTP requests are authenticated with Tokens. The http protocol operates over TCP/IP in the underlying layers.

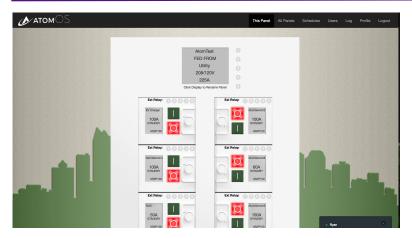


## Atom OS with Multiple Atom Panels in a Facility

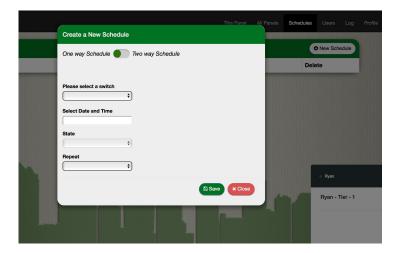


It is generally desirable to *not* have a singular server manage an electrical infrastructure. With this in mind, Atom Power developed the Atom OS software and corresponding Atom Gateway. In the likely case where multiple Atom Panels are installed within a facility, each Atom Gateway acts as its own server. Therefore, each Atom OS within each Atom Panel will mirror its individual data onto all other connected Atom Panels within the system as long as they are connected to the same network (see adjacent diagram). This has the advantage that, if any of the Atom Panels are taken down for maintenance or otherwise, as long as at least one (1) Atom Panel is energized, then the Atom OS will be accessible by the customer.

# Atom OS™ Enablement of Atom Panel features



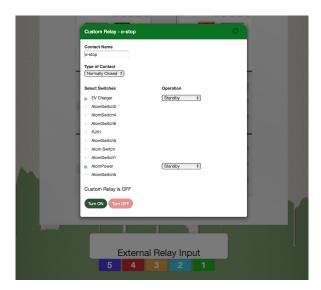
Main Panel Screen in Atom OS



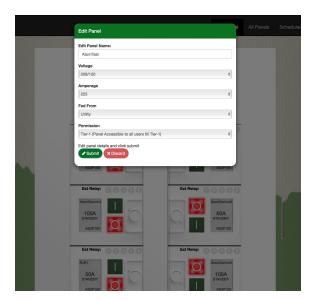
Power Scheduling Menu on Atom OS



All panels on the Network Screen



Customer Relay Input Menu on Atom OS



Atom Panel Information input