

SNx series network engines and control engines user interface

From Metasys Release 13.0 onwards, the Metasys User Interface (UI) is the primary UI provided with SNx series network engines and control engines. Therefore, the Site Management Portal (SMP) resource files for client access are not provided by the engines. After you have installed Launcher, if you need to use SMP to access an SNx engine that does not include onboard resource files, you must first manually retrieve and copy the necessary resource files to your computer.

Downloading and installing the resource files

About this task:

To download and install the resource files, complete the following steps.

- ① **Note:** These steps apply only to the SNx engines. These steps are not required for engines prior to Release 13.0.
 1. Open Launcher and click the **Options** icon.
 2. Make a note of the path that is selected under Launcher Storage Location. Unless the location was changed, it is `C:\ProgramData\Johnson Controls\Launcher`.
 3. Click **Cancel** to close the window.
 4. Open your browser and go to <http://www.johnsoncontrols.com/buildings/specialty-pages/metasys-launcher>.
 5. Click either the link named **Metasys 13.0 Resource Files for Windows (Metasys.zip)** or **Metasys 13.0 Resource Files for Mac (Metasys-macosx.zip)** to download the zip file.
 - ① **Note:** The resource files are also located on the License Portal with the Engine Images product. Access the License Portal here: <https://software.jci.com/licenseportal/>
 6. When the download is complete, open the Launcher Storage Location that you recorded in Step 2 and navigate to `resources > ui`.
 7. Move the downloaded zip file to the ui folder.
 8. Open the ui folder and right-click the zip file then choose the option to extract to this location. Depending on the zip program you use, it either creates a new folder named `13.0.0.240` or extracts the files loose in the ui folder. If the program extracts the files loose in the ui folder, create a new folder named `13.0.0.240` and move the extracted files there. After the files are extracted, the final path should be, for example:
`C:\ProgramData\Johnson Controls\Launcher\resources\ui\13.0.0.240`
 9. Close and re-open Launcher. Click the ? (Help/About) button to verify that the Installed Resources lists `13.0.0.240`.

Result

You can now use Launcher to access the SMP of any SNx engine that is updated to Release 13.0.

