

Cable Guide

SimRush ODU-LR 2nd Generation (LTE6)

The SimRush ODU-LR is the External element to the SimRush System which houses the carrier SIM card and LTE modem. It is pre-configured out of the box and managed through the SimRush web portal SPanel. To get online, simply plug in your SimRush Outdoor unit (ODU) into your SimRush Controller as instructed below.

Use the following steps to access the Outdoor unit to make changes to APN settings or check SIM/Carrier status information:

1. Carefully open hatch of the ODU-LR
 - a. Connect the external grade ethernet cable into Ethernet Port (Centre) and plug the other end into your SimRush controller – as per your SimRush Controller Quick Start Guide.
 - b. The pre-installed SIM should be in the SIM holder (Right Slot).
 - c. Close the hatch and ensure that it has “clicked” shut to prevent the hatch from opening.
2. Ensure you are connected to the SimRush Controller via Ethernet or WiFi.
3. Using a browser, browse to <http://172.16.1.1/>
 - a. Login details are, Username: **installer**, Password: **blank** (There is no password set)
4. Once you have logged in, the main status page will show you the current carrier/APN information along with signal information
 - a. To Change the APN:
 - i. At the top left corner, click “Interfaces”, the page will refresh
 - ii. You will need to then click on “lte1” under the name column, the page will refresh again
 - iii. Under the “General” section, click on the dropdown on the line for “APN Profile” – by default this will be set to EE, click the down arrow “v” which will list other carriers which are pre-generated in the list
 - iv. Select the desired carrier, then click apply/OK at the top of the page
5. Further information about the Outdoor unit settings can be found on the SimRush FAQ’s section of the SimRush website: <https://www.simrush.com/about-simrush/faqs/>



Once the setup is connected to the local mast, you can manage your SimRush controller as below

1. To make changes to the LAN address or Wireless settings Please follow the Controller guide.

