



DISPENSERS



PUMPS



METERS



NOZZLE



FILTRATION



FLUID
MONITORING

DATA TRANSFER SSM2.0

Among the equipment related to SSM 2.0, PIUSI has developed a set of solutions able to connect the electronic/mechanical devices to the fluid control system, which is the software that organizes the operation of the hardware; in this case Self Service Management 2.0. How does data transfer with SSM2.0 work? It depends on the technology required.

Direct downloading

Use your Manager Key to transfer the data from dispenser to PC: it is enough to touch the dispenser with the key and then use the key reader to transfer the data collected.

LAN/Wi-Fi

The way to receive in real time all information regarding the transactions: using PWLAN or PWWiFi the software recognizes the fuel dispensers that will automatically send the information to the data to the Self Service Management 2.0 software.

Mobile Network

The brand new PW MOBILE 4G 2.0 allows to install the dispenser wherever desired, even in the most remote areas, without the need of a local network: the device uses the mobile 4G (or 3G) technology to communicate and transfer data and comes with a SIM card included.



PW MOBILE

remote, everywhere



MANAGER KEY

the easiest



LAN

the standard



PW-WIFI 2.0

wireless





HOSE REELS



ACCESSORIES



MERCHANDISE



AIR



ANTIFREEZE



AdBlue®



BIODIESEL



DIESEL



FOOD



GASOLINE



GREASE



KEROSENE



OIL



WATER



WINDSCREEN

PW MOBILE



A new communication system that allows you to transfer data using mobile 4G network.

KEY READER AND MANAGER KEY 2.0



LAN



A network card that allows the RS485 signal to be converted for connection to a LAN, through a simple and intuitive interface.

PW WI-FI



A Wi-Fi network card that allows the RS485 signal to be converted for connection to an existing Wi-Fi network.

TECHNICAL DATA

CODE	DESCRIPTION
F1226201A	KIT KEY READER SELF SERVICE 2.0
F20552010	MANAGER KEY 2.0 (GREY)
F1271012A	PW WI-FI 2.0
F12710130	PW MOBILE 4G 2.0
F1271009A	PWSTATION-WIFI (HOTSPOT AND REPEATER IN CASE OF LONG DISTANCE)

DATA TRANSFER SSM2.0