



KVASER ETHERCAN HS

EAN: 73-30130-00976-9

The Kvaser Ethercan HS is a powerful, real-time Ethernet to CAN interface that, when linked over the Internet to an Ethernet-equipped PC, allows CAN data to be remotely accessed from anywhere in the world. Built-in Power over Ethernet (PoE) eliminates the need for a separate power cable when you can't power the device from the CAN bus.

Warranty

2-year warranty. See our General Conditions and Policies for details.

Support

Free support for all products by contacting info@gmga.vn.

Major Features

- High-speed CAN connection (compliant with ISO 11898-2), up to 1 Mbit/s.
- Supports Kvaser REST API, enabling CAN data exchange with a variety of web-enabled devices.
- Ethernet connection has auto-MDIX, so it automatically detects and adjusts for the Ethernet cable being used.
- Built-in Power over Ethernet (PoE) - receives data and power over the Ethernet cable.
- Small, lightweight plastic housing with galvanic isolation.
- Fully compatible with J1939, CANopen, NMEA 2000® and DeviceNet.
- Includes Ethercan Factory Reset Device. This device provides the ability to reset the Ethercan's IP address to factory defaults at the push of a button.

Technical Data

Bit Rate	40 - 1000 kbps
CAN Channels	1
CAN FD	No
Casing Material	PC-ABS
Connector	DSUB 9 Male
Current Consumption	PoE (Power over Ethernet) IEEE 802.3af or CAN +9V to +35V DC
Dimensions	35 x 165 x 17 mm
Error Frame Detection	Yes
Galvanic Isolation	Yes
Operating Temperature Range	-20 °C to +70 °C
PC Interface	Shielded RJ45 socket STP
Silent Mode	No
Timestamp Resolution	25µs
<i>t Program</i>	Yes
Weight	120g
Operating Systems	Windows (Vista or later)

Software

Documentation, Kvaser CANlib SDK and drivers can be downloaded for free, please contact us!

Kvaser CANlib SDK is a free resource that includes everything you need to develop software for the Kvaser CAN interfaces. Includes full documentation and many program samples, written in C, C++, C#, Delphi, Visual Basic, Python and t programming language.

Kvaser CAN hardware is built around the same common software API. Applications developed using one device type will run without modification on other device types