# TS4: Commissioning Overview





## Commissioning of PV Systems with TS4



The TS4 commissioning process may differ depending on the type of system. Only use <u>one</u> of the methods:

### External Cloud Connect Advanced (CCA)

- TS4 commissioning via Tigo Portal and Tigo Smart App
- Up to 7 gateways per CCA



### **Integrated Cloud Connect functionality**

- TS4 commissioning via integrated inverter WebUI
- Up to 3 gateways per inverter



 Only use the inverter WebUI and Sunny Portal

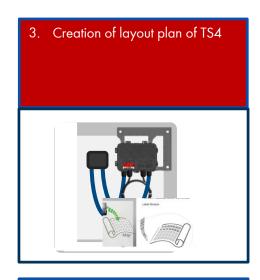
## TS4 commissioning with <u>external</u> Cloud Connect CCA

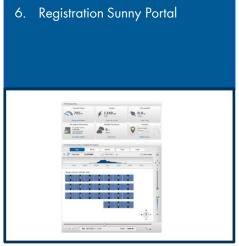


- 1. Preparation in Tigo Portal or via Tigo Smart App:
  Location
  Equipment





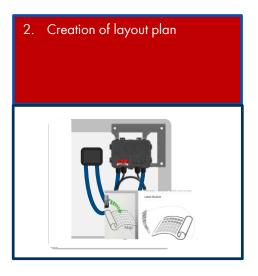




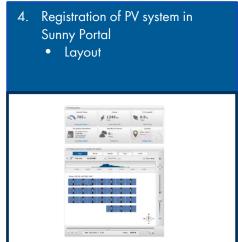
## TS4 commissioning with integrated Cloud Connect





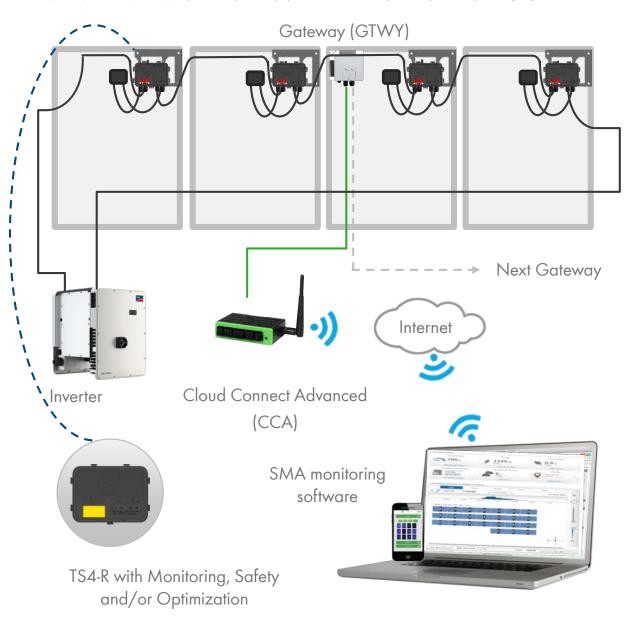






## SYSTEM OVERVIEW: with external CCA





#### **DESIGN RULES:**

# 1 CLOUD CONNECT ADVANCED (CCA):

- Up to **7** GTWYs and 360 PV modules
- All smart modules in the same string must be assigned to the same CCA.

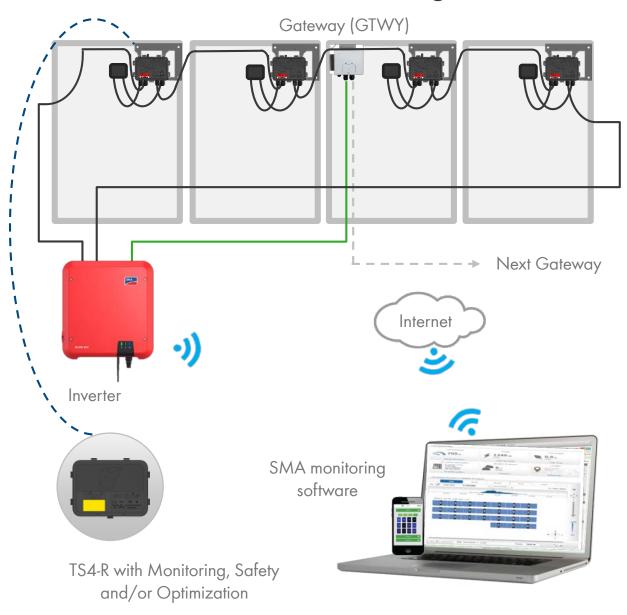
### 1 GATEWAY (GTWY):

- Up to 120 PV modules
- Modules must be within a radius of up to 10 m(33 ft.) of the GTWY, depending on roof topology and material

For further information CLICK HERE

## SYSTEM OVERVIEW: with integrated Cloud Connect





#### **DESIGN RULES:**

# 1 CLOUD CONNECT ADVANCED (CCA):

- Up to <u>3</u> GTWYs and 360 PV modules
- All smart modules in the same string must be assigned to the same CCA.

### 1 GATEWAY (GTWY):

- Up to 120 PV modules
- Modules must be within a radius of up to
   15 m (50 ft.) of the GTWY, depending on roof topology and material

### SYSTEM OVERVIEW & PRODUCT DESCRIPTION



TS4-M: MONITORING: The TS4-M provides continuous monitoring of registered PV systems and supports operation of all existing PV systems.





TS4-S: SAFETY: The TS4-S provides the necessary safety and monitoring services required by municipalities.







TS4-O: OPTIMIZATION: In addition to safety, monitoring, and PV2.0 synchronization, TS4-O optimizes each PV module when its performance is affected by shade or mismatch







