

FARMGOD

Sitemap Setup & Usage Guide

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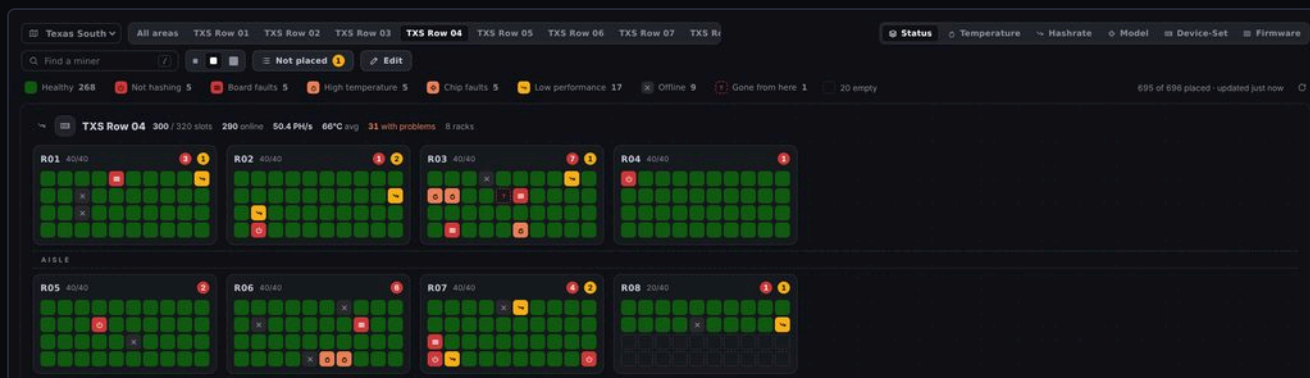
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CHAPTER ONE

The Sitemap, In Depth - How It Works

The Sitemap shows every miner where it physically stands: in which container or hall, in which rack, on which shelf and at which position. Each miner is a tile in its slot, coloured live by how it is doing, so a dead hashboard, a hot corner or a rack that went quiet shows up as a picture you can walk to. You build the layout once on the desktop or right at the racks with your phone, and from then on FARMGOD keeps it current by itself.



Areas, Racks and Slots

Three levels, the way a site is built: a site has areas, an area has racks, a rack has slots.

Area CONTAINER, HALL, BUILDING, ROOM, OTHER

A part of the site you walk into: a container, a hall, a building, a room. Its racks stand in **lanes**, rows of racks with an aisle between them. A container usually has two lanes, one along each wall; a hall has one per row of racks. The map draws the aisle between the lanes, so it reads the way you see the floor.

Rack SHELVES × POSITIONS

A grid of slots: shelves from top to bottom, positions from left to right on each shelf. A rack can be anything from a single row of 12 to 40 shelves of 60, up to 1,200 slots. Its slots are named **shelf-position** (2-5 is shelf 2, position 5) or **counted through** the rack (14), with shelf 1 at the top or at the bottom — whatever the labels on your racks already say.

Slot ONE MINER, OR BLOCKED

Holds one miner. A slot where no miner will ever stand — a switch, a PDU, a gap — is **blocked**, so it is skipped when racks are filled and counted out of the free slots.

Not placed THE LIST BESIDE THE MAP

Every miner of the location that has no slot yet. New miners that a network scan finds land here, ready to be placed.

Tied to the Miner, Not to Its IP

A slot holds a miner by its **MAC address**, the same identity FARMGOD gives every miner when a network scan finds it. When a miner gets a new IP from DHCP, it keeps its slot. When a miner is swapped for another one, the slot notices: the old miner no longer reports from there, and the new one usually took over its IP — the Sitemap puts the two together and offers the replacement with one click (Chapter Three).

The layout itself is stored in FARMGOD, not in a dashboard: nothing has to be saved, every change counts at once, it is in FARMGOD's backups, and on FARMGOD Cloud every account has its own. Every placement, move, removal and replacement is recorded with who did it and when, in the history of the slot and of the miner.

Who Can Use It

FARMGOD Cloud **CLOUD PRO**

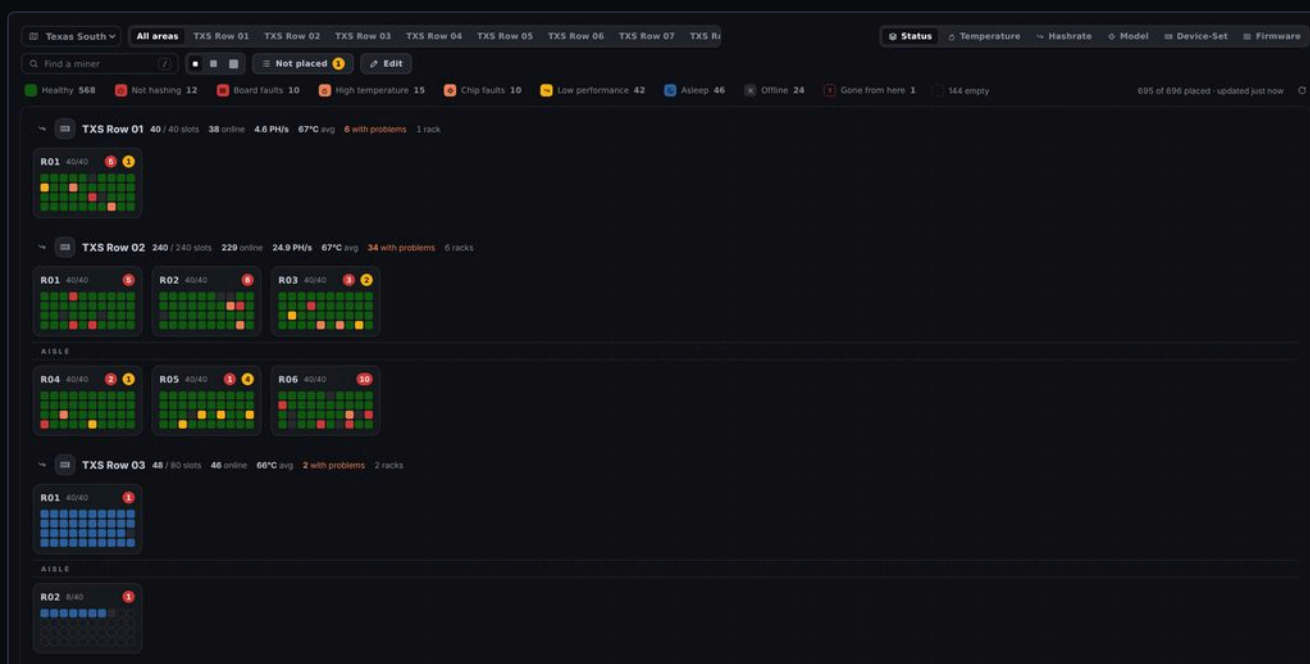
The Sitemap is part of Cloud PRO and of the trial. Each account maps its own locations; other accounts never see them. Without PRO, the Sitemap dashboard shows what it does and the way to Cloud PRO.

Private VPS **EVERY SERVER**

Comes with every Private VPS, for the server's managers. Hosting customers, who see only their own Device-Sets, do not get the Sitemap: it maps the whole site.

One map per location **LOCATION PICKER**

Each location has its own site. The Sitemap opens on one location and switches between them with the picker at the top left (on the phone, with the location chips). **All areas** shows the whole site, the area tabs one area at a time.



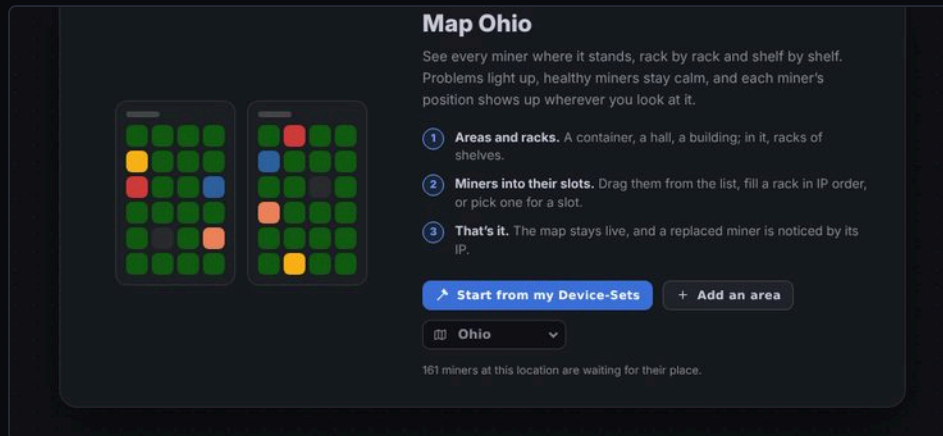
WHERE TO FIND IT

On the desktop, **SITEMAP** in the navigation bar at the top of every FARMGOD dashboard. On the phone, open the menu and tap **Sitemap**. Both show the same site, and a change made on one is on the other at once.

CHAPTER TWO

Building Your Site

A location that has not been mapped yet opens with two ways in: let FARMGOD draft the site from your Device-Sets in one go, or add the areas and racks yourself. Either way the result is a starting point — everything can be moved, renamed and resized later, and miners keep their slots through all of it.



Start From Your Device-Sets

Start from my Device-Sets

One area per Device-Set, named after it, with as many racks as its miners need, filled in IP order. A good start where the IPs follow the racks; everything can be moved, renamed and resized afterwards.

A RACK LIKE

Shelf rack · 4 × 6

Tall shelf rack · 6 × 6

Wide shelf rack · 4 × 10

Single row · 1 × 12

SHELVES

4

MINERS PER SHELF

6

LANES PER AREA

123

SLOTS ARE CALLED

Shelf-position (2-5)

Counted through (14)

SHELF 1 IS

At the top

At the bottom

6 areas, 9 racks, 161 miners placed.

OH Container 01

18 miners · 1 rack

OH Container 02

37 miners · 2 racks

OH Container 03

20 miners · 1 rack

OH Container 04

10 miners · 1 rack

OH Container 05

16 miners · 1 rack

OH Container 06

60 miners · 3 racks

Cancel

Build my site

Start from my Device-Sets builds a first site: one area per Device-Set, named after it, with as many racks as its miners need, filled in IP order. Where the IPs follow the racks, most miners are in their place right away; the rest is corrected on site with the phone.

A rack like

The size of the racks: a shelf rack (4 × 6), a tall one (6 × 6), a wide one (4 × 10), a single row (1 × 12), or any number of shelves and miners per shelf.

Lanes per area

Rows of racks in each area, with an aisle between them.

Slots are called / Shelf 1 is

How the slots are named, and whether shelf 1 is at the top or at the bottom.

The preview shows what will be built — areas, racks and miners per Device-Set — before **Build my site** builds it.

Import a Layout

A layout you keep in a spreadsheet already, exported from another tool or kept by hand, comes in as it is.

Import, in edit mode or on a site not mapped yet, takes a CSV file (a spreadsheet saved as CSV) or rows pasted from one. Nothing changes before you have seen what it does.

One row per slot

The rack (C1:R1 is rack R1 in container C1, or an area column of its own), the shelf (row) and the position (index), counted from 0 or 1, and the MAC of the miner in it. Serial and IP help; a row without a MAC is an empty slot. Columns are found by their names, comma or semicolon.

Found by MAC

Each row is matched to a miner of the location by its MAC, the ID FARMGOD gives every miner. A MAC that cannot be read (twelve hex digits, with or without separators) is found by its serial when exactly one miner has it. IPs are never used to match: spreadsheets repeat and mistype them.

One miner in more than one slot

A miner stands in one slot, so the preview asks which. The slot whose serial (or else IP) is the miner's is suggested; **None of them** leaves the slots free for the walk on site.

Another site in the same file

An area in which none of the miners belongs to this location is left out, so the same file can be imported at the other location afterwards. Miners not found at all are listed with their line in the file.

What changes

Areas and racks are found by name or made, numbered from the file's first shelf (the top or the bottom one, as you choose). A rack the file names becomes what the file says: the miners it held that the file does not name go back to Not placed, miners that stood elsewhere move. A rack found only grows. Empty slots stay free, or are blocked. Rows whose MAC is none of the location's miners come in as **Other devices** (see below) or leave their slot free, as you choose.

THERE IS NO UNDO FOR AN IMPORT

Try it on a location without a layout first. Deleting the areas an import made puts their miners back to Not placed; nothing happens to the miners themselves.

Areas

A new area

×

NAME

Container 1

WHAT IT IS

Container

Hall

Building

Room

Other

LANES

1

2

3

4

5

6

Rows of racks with an aisle between them: a container usually has two (one along each wall), a hall one per row.

Cancel

Add the area

Name

What the area is called on site: Container 3, Hall B ...

What it is

Container, Hall, Building, Room or Other: the icon the area gets on the map.

Lanes

One to six rows of racks. A container usually has two, one along each wall.

An area's  (in edit mode) opens the same window to rename it, change its kind or lanes, or delete it. Deleting takes its racks with it; the miners in them go back to **Not placed** — nothing happens to the miners themselves. The arrows next to an area's name move it up or down, so the areas appear in the order you walk them.

Racks

Add racks · Container 1

×

A RACK LIKE

Shelf rack · 4 × 6

Tall shelf rack · 6 × 6

Wide shelf rack · 4 × 10

Single row · 1 × 12

SHELVES

MINERS PER SHELF

HOW MANY RACKS

4

8

3

NAMES BEGIN WITH

THEY WILL BE

R

R01, R02, R03

SLOTS ARE CALLED

Shelf-position (2-5)

Counted through (14)

SHELF 1 IS

At the top

At the bottom

IN LANE

1

2

1-1	1-2	1-3	1-4	1-5	1-6	1-7	1-8
2-1	2-2	2-3	2-4	2-5	2-6	2-7	2-8
3-1	3-2	3-3	3-4	3-5	3-6	3-7	3-8
4-1	4-2	4-3	4-4	4-5	4-6	4-7	4-8

Cancel

Add 3 racks · 96 slots

A rack like / Shelves / Miners per shelf

The size, from a template or typed in. The drawing at the bottom shows the rack with its slot names, as you will see it.

How many racks

Adds several identical racks at once: a whole lane in one go.

Names begin with

The racks are numbered on from the last one in the area: R01, R02, R03 ...

Slots are called / Shelf 1 is

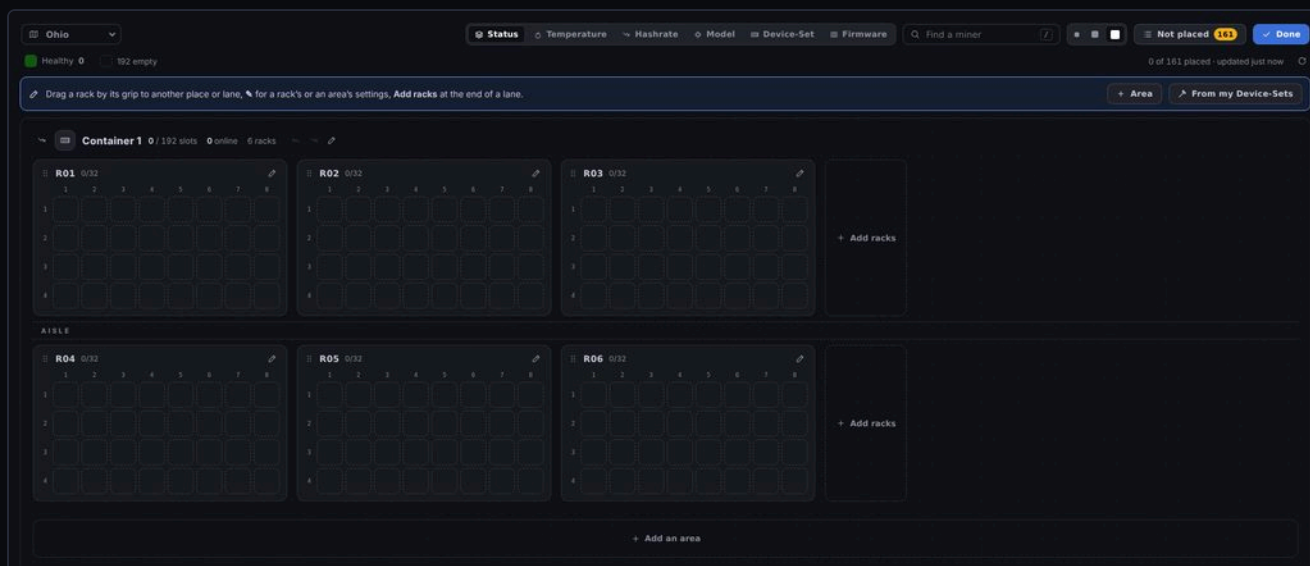
Shelf-position (2-5) or counted through (14); shelf 1 at the top or at the bottom.

In lane

Which row of racks they go into.

Edit Mode

Edit, at the top right, opens the layout for changes; Done closes it again.



Move a rack

Drag a rack by its grip (::) to another place in its lane, to the other lane, or to the end of a lane. Its miners move with it.

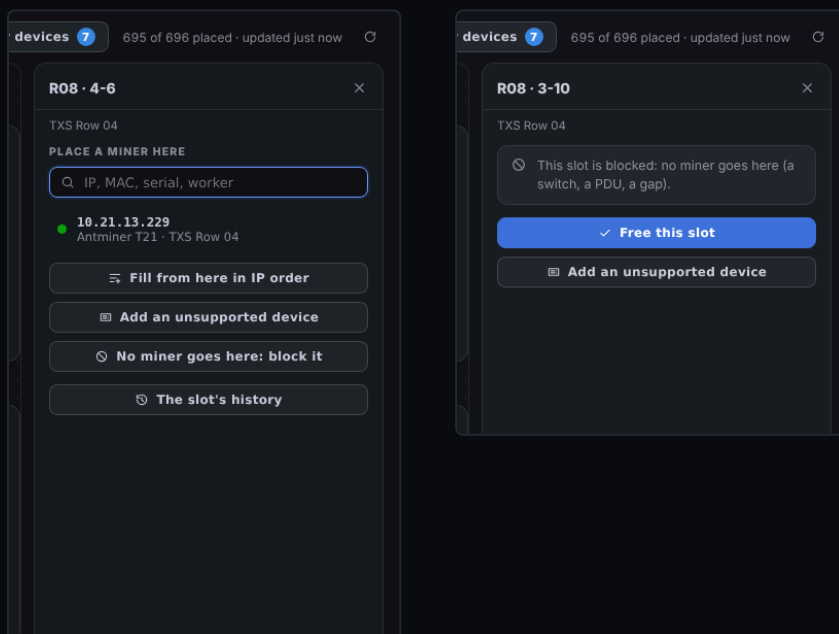
Rack settings ON THE RACK

Rename the rack, change its size, numbering or area, and block its slots. When a rack gets smaller, FARMGOD says how many miners stand in the slots that go; they return to **Not placed** once you confirm.

Add racks / Add an area / From my Device-Sets

Add racks waits at the end of every lane, Add an area below the last area. As long as miners are not placed, **From my Device-Sets** drafts areas for them as in the first start.

Blocked Slots



Click an empty slot and choose **No miner goes here: block it** for a switch, a PDU or a gap. A blocked slot is skipped when racks are filled and when you map on site.

Click it again and **Free this slot** opens it up. Both can be taken back with **Undo** in the note that follows, and both can be done for a whole rack at once in its settings.

Other Devices

A machine FARMGOD doesn't monitor (yet) keeps its place on the map: a miner of a make it doesn't support, one it can't reach, or other equipment.

The screenshot displays the FARMGOD interface. On the left, there are two grids of mining slots. The top grid, labeled 'R04 40/40', shows slots 1-10 with various icons (wavy line, power button, flame, etc.) and numbers. The bottom grid, labeled 'R08 27/39', shows slots 1-10 with numbers and icons. A blue circle highlights an empty slot in the bottom grid. On the right, a detailed panel for an 'Antminer AL1 Pro' is shown. It includes a 'Not monitored' status, a location tag 'TXS Row 04 · R08 · 3-1', and technical details: IP (10.21.40.11), MAC (C8:1F:66:0A:12:01), SERIAL (JYAAD4BBCJBAA0051), and NOTE (Rented: runs on its own pool). Below this, there are buttons for 'Open its web page', 'Edit', 'Move', 'Show it on the map', 'Monitored now? Pick the miner', and 'The slot's history'.

Add one

Click an empty slot and choose **Add an unsupported device**; a blocked slot offers it too and is freed for it. Write down what you know: make and model, a name, its IP and MAC, its serial, a note. One of them is enough to say what it is.

On the map

A tile of its own, slate grey with a device icon. It takes its slot — the rack counts it, the area says how many Other devices it holds — but it is no problem and never offline. **Colour by Model** puts it with the miners of its make and model; the legend's **Other devices** picks them all out.

Its panel

What was written about it, **Open its web page** (its IP, where your browser can reach it), **Edit**, **Move** to a free slot (or drag it there) and, in Edit, **Take it out**. The slot's history keeps every change.

When FARMGOD Monitors It

The screenshot shows the FARMGOD interface. On the left, a 'devices' panel shows 695 of 696 placed, updated just now. A card for 'Customer T21' (Antminer T21) is shown, indicating it is 'Not monitored'. The card displays the IP 10.21.13.229 and a note that the device is not yet monitored. A button 'Yes, put the miner here' is visible. On the right, a modal titled 'Unsupported device · R08 · 4-6' is open. It contains a message: 'A machine FARMGOD doesn't monitor (yet): a miner of a make it doesn't support, one it can't reach, or other equipment. Write down what you know. With its MAC, FARMGOD puts the miner in this slot by itself once it monitors it.' The modal has input fields for MAKE (Antminer), MODEL (AL1 Pro), NAME (Optional), IP (10.21.40.16), and MAC (C8:1F:66:0A:12:06). It also has a SERIAL field (Optional) and a NOTE field (Back from repair). Buttons for 'Cancel' and 'Add it' are at the bottom right.

With its MAC

As soon as a miner with that MAC turns up at the location — FARMGOD supports its model now, or reaches it — and has no slot, the miner takes the Other device's slot over by itself. The slot's history says so.

With its IP only

A miner with that IP and no slot is most likely it: a blue dot, and the panel asks **Yes, put the miner here**. An IP from DHCP can go to another machine, so FARMGOD asks.

By hand, and left overs

Monitored now? Pick the miner puts any miner of the location in its slot. When the miner with its MAC stands in another slot already, the panel says the entry is left over: **Show the miner**, or **Move it here**.

The list **OTHER DEVICES, NEXT TO THE LEGEND**

Every Other device in the order you walk the floor, with its slot and IP (see Reading the Map): the inventory of what FARMGOD doesn't monitor yet, to search, copy or print.

ONLY ON THE SITEMAP

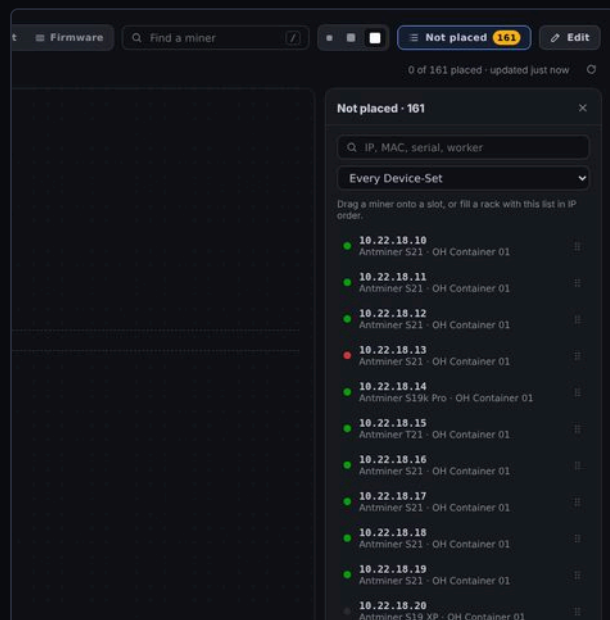
FARMGOD has no data from an Other device: it is not in the Miner-Lists, Fleet Health, alerts or automation. It joins them the day it is a miner FARMGOD monitors.

CHAPTER THREE

Placing Miners on the Desktop

With the racks in place, the miners go into their slots: a whole rack at a time in IP order, or one by one. From the desktop this is quickest where you know the layout already; on site, the phone does it with you standing at the rack (Chapter Four).

Not Placed



Not placed at the top right opens the list of the location's miners without a slot, in IP order, with the number on the button. Search it by IP, MAC, serial or worker, or narrow it to one Device-Set.

Drag a miner onto a slot

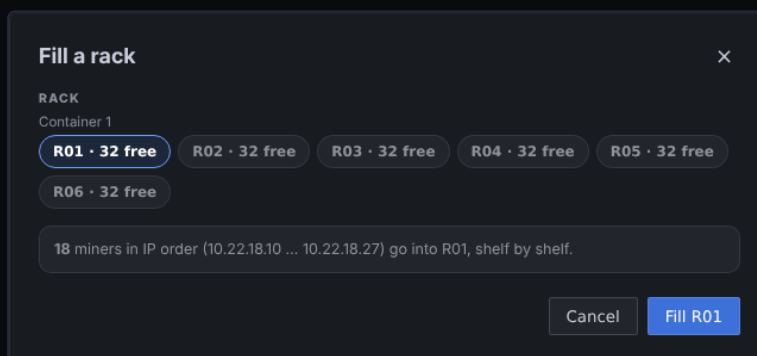
It is placed there at once. Dropped on a taken slot, it takes the slot and the miner that stood there goes back to the list.

Fill a rack with these

Puts the whole list — or what the search and the Device-Set leave of it — into a rack in IP order.

A miner the list marks with a blue dot is most likely the replacement of a miner that is gone (see *Replacements* below).

Fill a Rack



Choose the rack; the window shows how many free slots each rack has and which miners go where: *18 miners in IP order (10.22.18.10 ... 10.22.18.27) go into R01, shelf by shelf*. If there are more miners than free slots, the rest stays in the list for the next rack. Clicking an empty slot offers **Fill from here in IP order**, to start in the middle of a rack.



One Miner, One Slot

Place a miner here EMPTY SLOT

Click an empty slot: the panel suggests the miner with the IP after the one in the slot before, and finds any other by IP, MAC, serial or worker.

Move MINER'S PANEL

Click a miner, then **Move**, then the slot it goes to. A taken slot swaps the two miners.

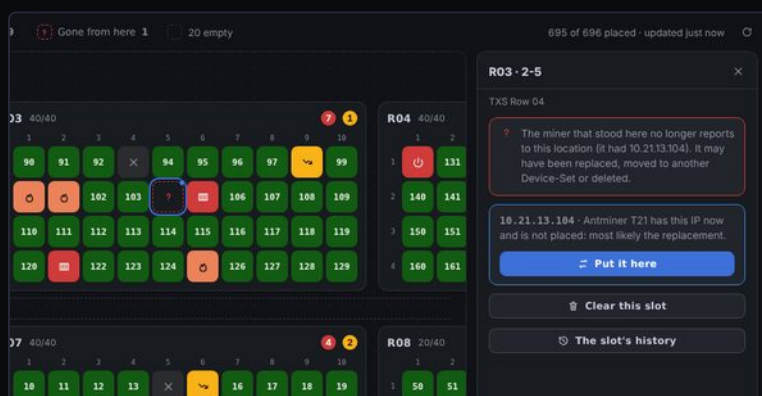
Take out MINER'S PANEL

Takes the miner out of its slot and back to **Not placed**, for a miner on its way to repair.

Undo AFTER EVERY CHANGE

Placing, moving, taking out, blocking and freeing a slot each show a short note at the bottom with **Undo**, which takes the step back exactly.

Replacements



When a miner in a slot stops reporting to the location — replaced, moved to another Device-Set or deleted — its tile shows a red question mark, and the legend counts it as **Gone from here**.

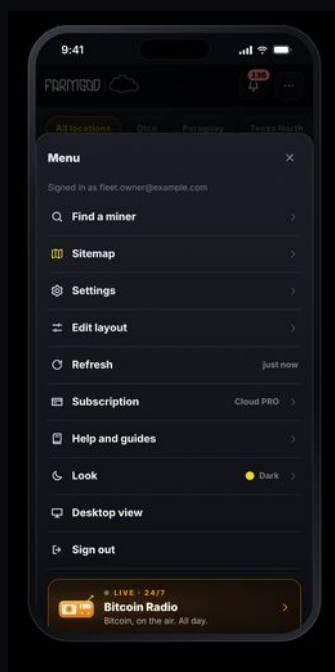
A swapped-in miner usually gets the old one's IP. When a miner that is not placed has the IP the slot last saw, the panel names it as the most likely replacement: **Put it here** places it in one click, and the slot's history records the replacement.

Clear this slot empties it when nothing replaces the miner.

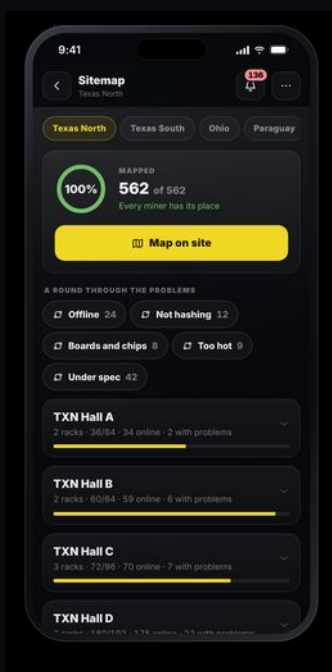
CHAPTER FOUR

Mapping on Site With Your Phone

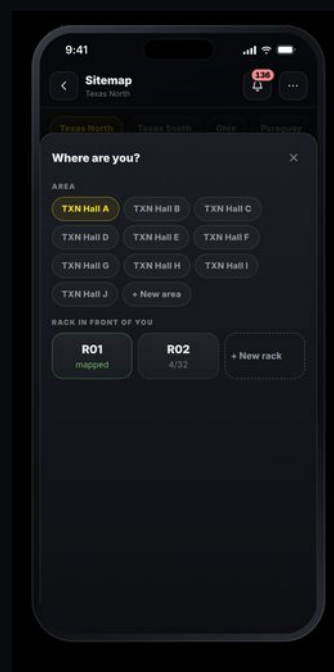
The quickest way to map a site is to walk it. On the phone, the Sitemap becomes a companion for the floor: stand in front of a rack, and the phone leads you through it slot by slot, shows the miner most likely to stand there, and places it with a tap, a scan of its MAC label or a press of its IP Report button. The screen stays on while you map, and every placement is saved the moment you make it.



Menu > Sitemap



The site at a glance



Map on site: where are you?

The Site on Your Phone

Mapped

How much of the location has its place: the ring, the count, and when every miner is placed, *Every miner has its place*.

Map on site

Asks where you are — the area, then the rack in front of you — and starts the walk there. A rack or an area that does not exist yet is added right from this window.

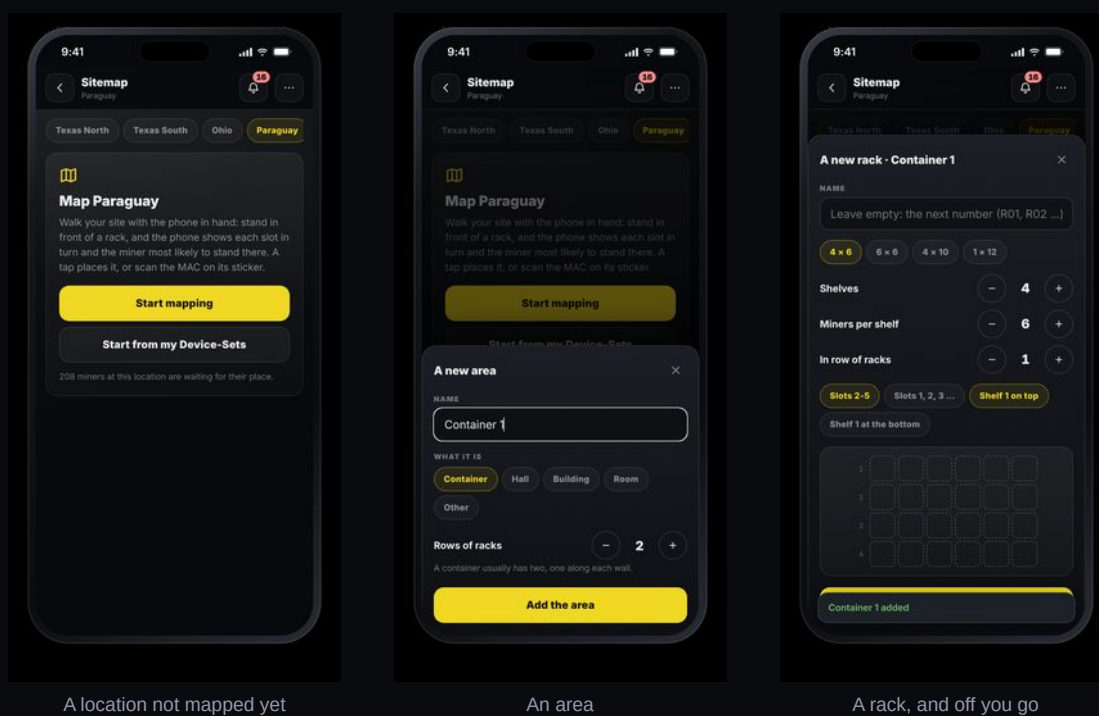
A round through the problems

Offline, not hashing, boards and chips, too hot, under spec: each opens the miners with that problem in the order you walk the floor (see *Racks, Slots and Rounds*).

Areas

Each area with its racks in small, its count and its problems; a tap on a rack opens it.

A New Rack



On a location without a site, **Start mapping** asks for the area you are standing in and the rack in front of you: its name (left empty, it gets the next number), its size, how its slots are named and where shelf 1 is. **Add the rack and map it** starts the walk right away. **Start from my Device-Sets** drafts the whole site as on the desktop.

The Walk, Slot by Slot

1

Stand in front of the rack

The rack is drawn at the top, with the slot you are at ringed. **Now** names it in words, *Shelf 1 · Position 4*, and with its label as it is written on the rack: R01 · 1-4.

2

Name the miner in that slot

Pick it from the list, scan its MAC label or press its IP Report button: three ways, explained below. Switch between them at any time, even in the middle of a rack.

3

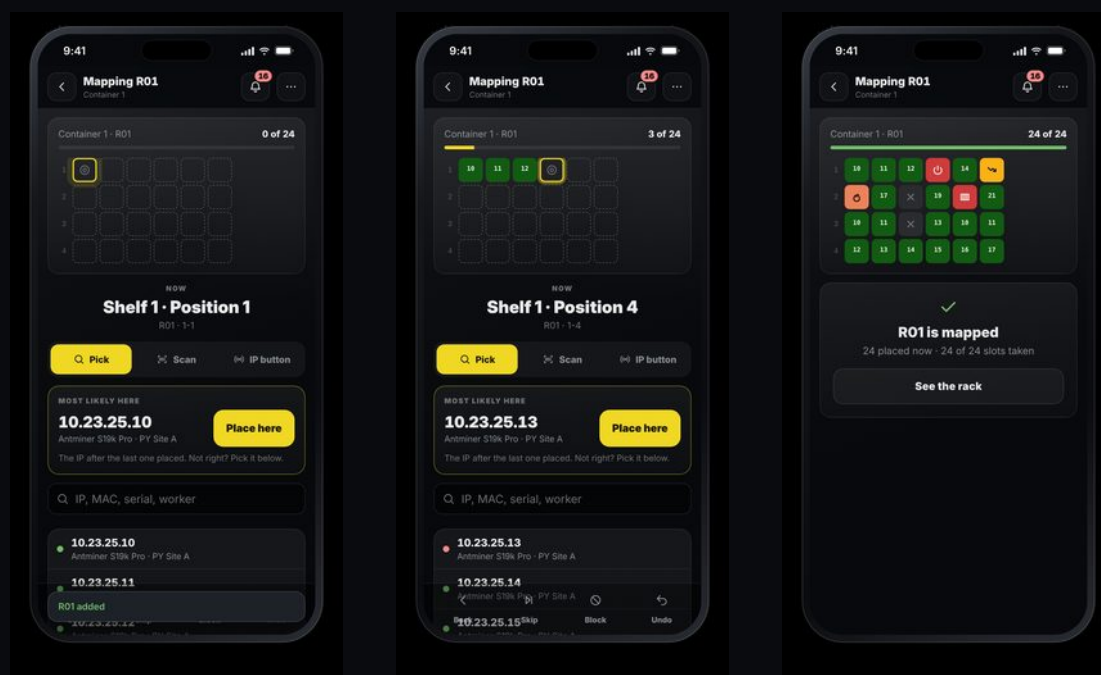
FARMGOD places it and moves on

The phone gives a short buzz, the tile turns to the miner's colour, the count goes up, and the walk is already at the next free slot; taken and blocked slots are passed by.

4

Rack done: on to the next one

The walk ends with the rack mapped. **Next rack** leads on to the next one of the area, in the order you walk it; **See the rack** shows the result, every miner in its colour.



Pick: most likely here

Three placed, on to 1-4

The rack is mapped

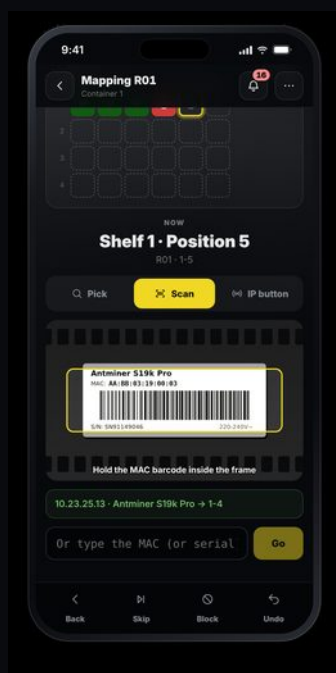
Back, Skip, Block, Undo AT THE BOTTOM

Back goes to the slot before. **Skip** leaves a slot for later — the end of the walk offers to go back to the skipped ones. **Block** marks a slot where no miner goes. **Undo** takes back the last step, whatever it was. A tap on any empty slot in the drawing goes straight there; a tap on a blocked one frees it again.

Pick: Most Likely Here

Miners usually stand in the order of their IPs. So the walk shows the miner with the IP after the last one placed as **Most likely here**, with its model and Device-Set: when it is right, **Place here** is one tap. When it is not, the list below holds the miners not placed yet, nearest IP first, and finds any of them by IP, MAC, serial or worker.

Scan the MAC Label



Read, placed, next

Scan opens the camera. Hold the MAC barcode on the miner's label inside the frame: as soon as it is read, the miner is placed in the slot you are at and the walk moves on, with a note naming the miner and the slot it went to. The camera keeps running for the next label.

What it reads

The Code 128 barcodes on miner labels, on every phone; on phones whose browser reads more (Chrome on Android), QR and Data Matrix codes too. The MAC decides; a serial number is only taken when exactly one miner has it.

Light and typing

The light button turns on the phone's torch for a dark rack. A label that will not read can be typed instead: *Or type the MAC (or serial)*, then **Go**.

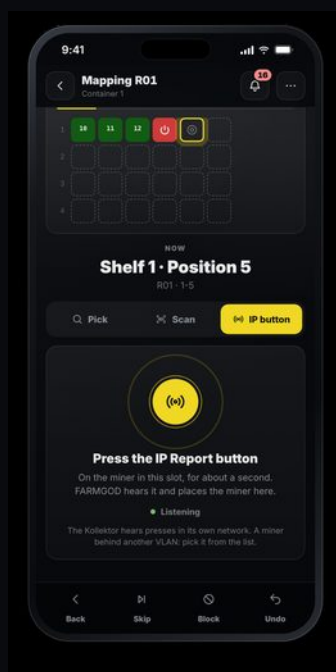
Already placed elsewhere

The note says where the miner is placed now, and **Move it here** corrects it.

ALLOW THE CAMERA ONCE

The browser asks the first time. If it was refused, allow the camera for your FARMGOD address in the browser's site settings — or type the MAC.

Press the IP Report Button



Listening



Pressed, placed, next

Miners with an **IP Report** button — Antminers have it on their control panel — announce their IP and MAC on the network when it is pressed. The Kollektor hears that, and FARMGOD knows exactly which miner stands in front of you. Choose **IP button** in the walk, press the button on the miner in the ringed slot for about a second, and the miner is placed and the walk moves on. No reading of labels, no typing: walk the rack, press, press, press.

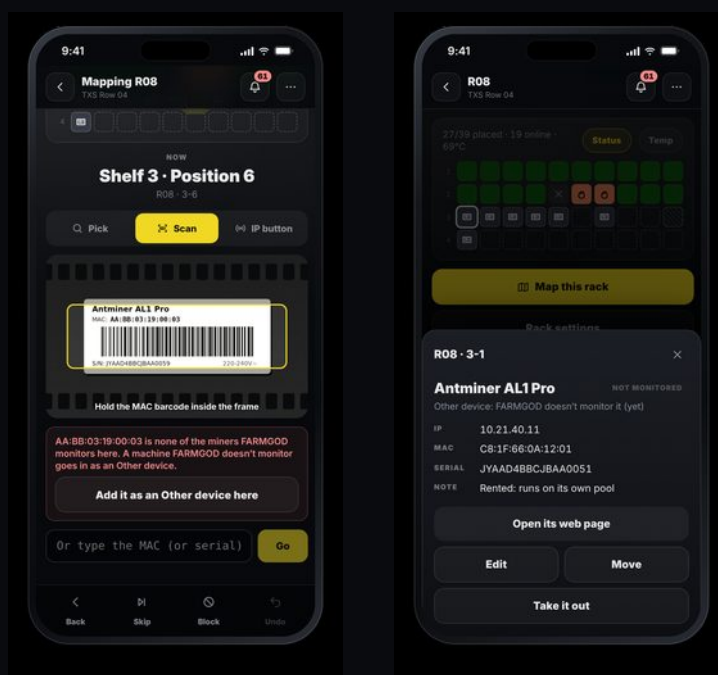
One press at a time

Presses are taken one after the other, each for the slot the walk is at. A second press of the miner just placed changes nothing; a miner placed elsewhere offers **Move it here**; a miner FARMGOD has not found yet is named with its IP: the next network scan brings a supported one in, and one FARMGOD doesn't monitor can go in as an Other device.

THE KOLLEKTOR HEARS ITS OWN NETWORK

The IP report is a broadcast on the miners' network, and broadcasts stay inside their network segment. A miner the Kollektor cannot hear — behind another VLAN or a router — is placed with Pick or Scan instead; the walk takes all three ways in any mix.

Other Devices on Site



A MAC of no miner here

An Other device in its slot

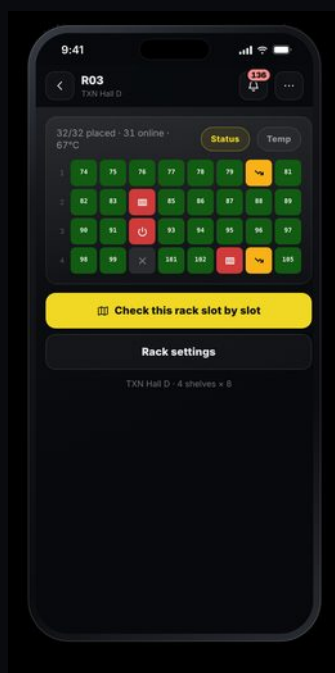
In the walk

A scanned MAC or an IP Report press that is none of the miners FARMGOD monitors here offers **Add it as an Other device here**, with the MAC (and IP) filled in; in Pick, **Not in the list: add an unsupported device** does the same by hand. The walk then goes on, passes Other devices by, and **Undo** takes one out again.

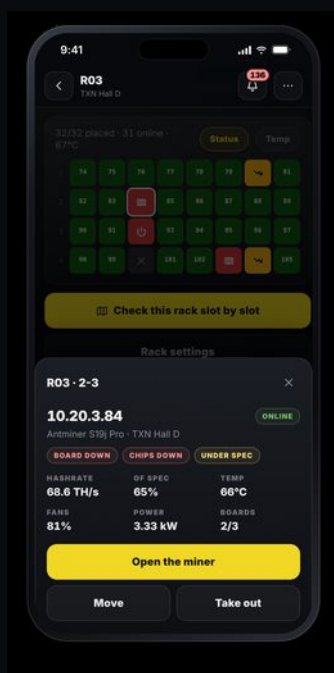
On a rack

A tap on an Other device shows what was written about it: put the miner it is now in its place, open its web page, edit it, move it or take it out. An empty or blocked slot offers **Add an unsupported device**.

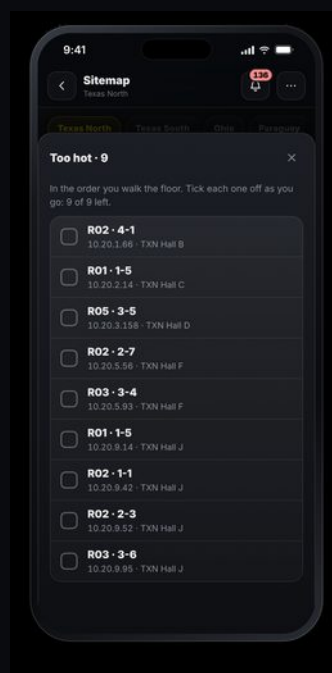
Racks, Slots and Rounds



A rack



A miner in its slot



A round: too hot

A rack

Every slot with its miner, in status or temperature colours, with the rack's count and average temperature. **Check this rack slot by slot** walks it again — to confirm a mapping or correct it after work on the rack. **Rack settings** changes its name, size and numbering.

A miner in its slot

A tap on a tile shows the miner: its state and problems, hashrate against its specification, temperature, fans, power and boards. **Open the miner** leads to its page with every action; **Move** and **Take out** change its place. A tap on an empty or blocked slot places a miner there, blocks it, frees it or takes an Other device.

A round through the problems

The miners with one problem, in the order you walk the floor — area by area, rack by rack, shelf by shelf — each with its slot. Tick them off as you go: the round counts down what is left.

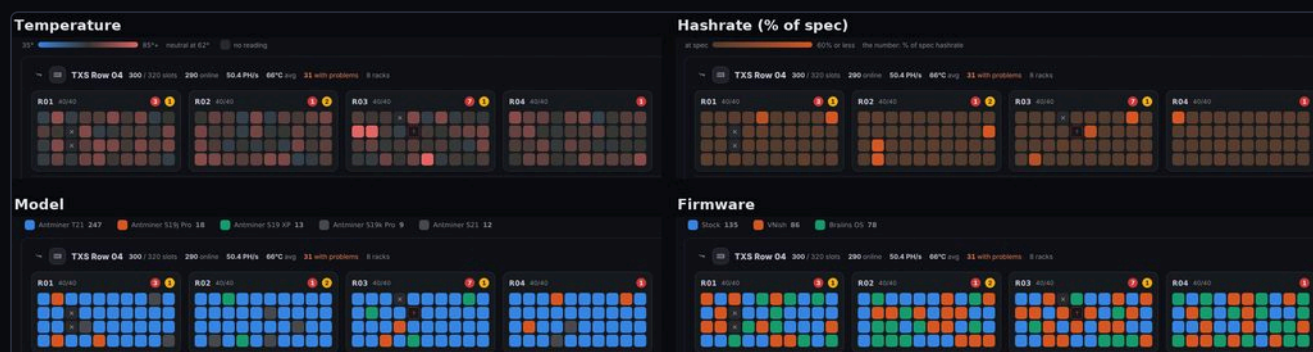
CHAPTER FIVE

Reading the Map

The map is live: every tile follows its miner's latest report, the same data as everywhere else in FARMGOD. Problems stand out, healthy miners stay calm, and one click opens what is behind a tile.

Colour By

The buttons at the top right colour the same map six ways; the legend under the toolbar explains the colours.



Status

Healthy in green; every problem by the same rules as Fleet Health, with its own colour and icon: not hashing, board faults, chip faults, high and low temperature, low performance, pool failover, no active pool. Asleep (curtailed) in blue, offline in grey, gone from here as a red question mark.

Temperature

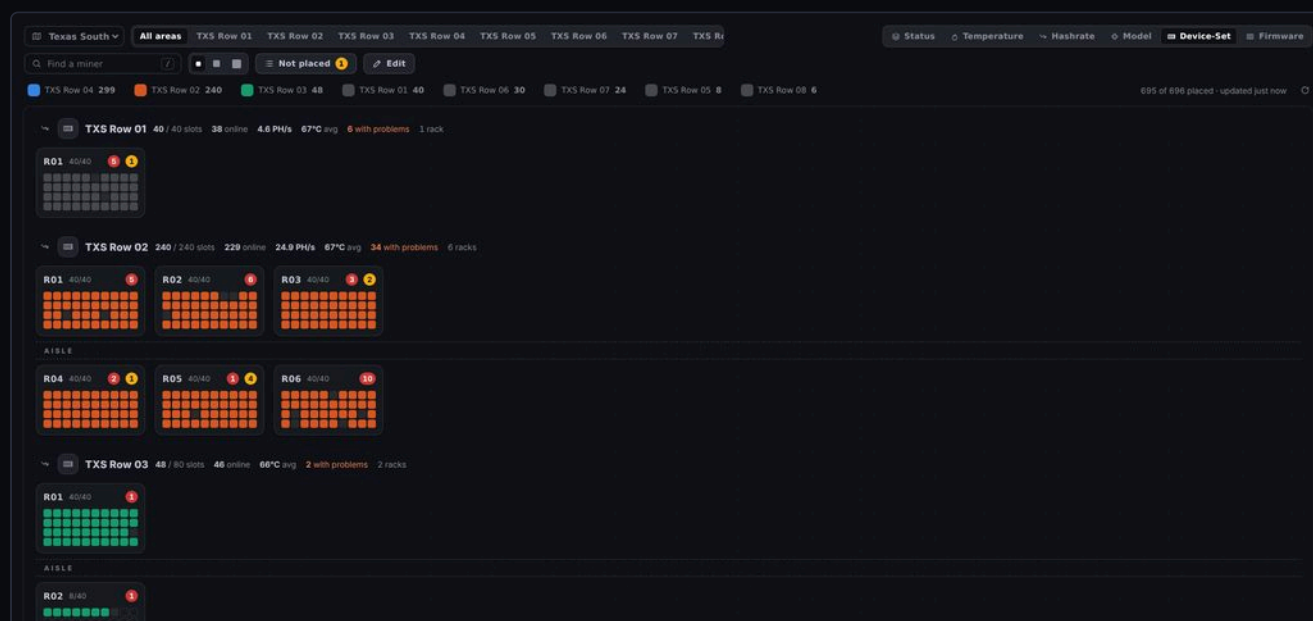
Blue for cool, grey around 62°C, red for hot: hot spots and cold corners of a hall show at a glance.

Hashrate

The share of the model's specified hashrate: the stronger the orange, the further a miner is below spec.

Model, Device-Set, Firmware

One colour each for the most common ones, the rest together: which model stands where, how the Device-Sets spread over the floor, which firmware runs where.



The Legend and the Walk List

The screenshot shows the FARMGOD interface for 'Texas South'. The top navigation bar includes tabs for 'All areas', 'TXS Row 01' through 'TXS Row 08', and 'Status'. The 'Status' tab is active, showing a summary of miner health: Healthy (268), Not hashing (5), Board faults (5), High temperature (5), Chip faults (5), Low performance (17), Offline (9), Gone from here (1), and 20 empty. A 'Walk list' button is visible on the right, indicating 695 of 696 placed miners are updated just now.

The main map area displays 'TXS Row 04' with 300/320 slots, 290 online, 50.4 PH/s, 66°C avg, and 31 with problems across 8 racks. The map is divided into eight racks (R01 to R08) showing a grid of miner slots. A legend on the right, titled 'High temperature - 15', explains the walk order: 'In the order you walk the floor: area by area, rack by rack, shelf by shelf. Miners not placed yet are not on it.' It includes buttons for 'Copy the list' and 'Print'.

IP	Area	Rack	Shelf	Count
10.21.10.23	TXS Row 01	R01	2-4	1
10.21.10.47	TXS Row 01	R01	4-8	2
10.21.11.67	TXS Row 02	R02	2-8	3
10.21.11.88	TXS Row 02	R02	4-9	4
10.21.11.124	TXS Row 02	R03	4-5	5
10.21.11.126	TXS Row 02	R03	4-7	6
10.21.11.152	TXS Row 02	R04	3-3	7
10.21.11.237	TXS Row 02	R06	3-8	8
10.21.13.188	TXS Row 04	R03	2-1	9
10.21.13.181				

The legend counts what the map shows. Click an entry and the map picks out those miners and dims the rest; click it again to see everything. **Walk list** then lists them in the order you walk the floor — area by area, rack by rack, shelf by shelf, each with its slot — ready for the technician: **Copy the list** for a message, **Print** for paper.

The screenshot shows the 'devices' tab with 695 of 696 placed miners updated just now. A modal window titled 'Other devices - 7' is open, displaying a list of devices that FARMGOD doesn't monitor yet. The list includes five 'Antminer AL1 Pro' units, one 'Switch R08', and one 'Customer T21'. Each entry shows its location (R08) and IP address. A search bar at the top allows filtering by Model, IP, MAC, serial, or note. Buttons for 'Copy the list' and 'Print' are available. The 'Customer T21' entry is marked as 'monitored?'.

Device	Location	IP
Antminer AL1 Pro	R08 - 3-1	10.21.40.11
Antminer AL1 Pro	R08 - 3-2	10.21.40.12
Antminer AL1 Pro	R08 - 3-3	10.21.40.13
Antminer AL1 Pro	R08 - 3-4	10.21.40.14
Antminer AL1 Pro	R08 - 3-5	10.21.40.15
Switch R08	R08 - 3-7	10.21.13.254
Customer T21	R08 - 4-1	10.21.13.229

Other devices THE LEGEND ENTRY, AND THE BUTTON NEXT TO IT

The legend's **Other devices** picks out the machines FARMGOD doesn't monitor. The button with their count opens their list: every one in the order you walk the floor, with its slot and IP, a blue dot where FARMGOD asks whether a miner it monitors is that machine now. Search it, **Copy the list** or **Print** it.

A Miner's Panel, a Rack's Panel

695 of 696 placed · updated just now

10.21.13.227

Online

Antminer T21

Stock TXS Row 04

TXS Row 04 · R06 · 2-8

Board faults Chip faults

Low performance

HASHRATE

127 TH/s

OF SPEC

67%

TEMPERATURE

71°C

FANS

79%

POWER

3.60 kW

UPTIME

17 d 7 h

BOARDS

2 / 3

CHIPS

216 / 324

MAC

AA:88:01:00:00:D9

SERIAL

SN54600826

WORKER

fg13x217

MODE

Normal

Open the miner's page

Move Take out

Show it on the map

Its history

695 of 696 placed · updated just now

R04

TXS Row 04 · 4 shelves x 10 positions

PLACED

40 / 40

ONLINE

40

HASHRATE

7.1 PH/s

AVG TEMP

66°C

1 WITH PROBLEMS

10.21.13.130

No hashrate · Under spec

1-1

Rack settings

A miner

Its position, its problems, hashrate against spec, temperature, fans, power, uptime, boards and chips, MAC, serial, worker and power mode. **Open the miner's page** leads to its ASIC detail; **Move, Take out, Show it on the map** and **Its history** are right there.

A rack

A click on a rack's name: miners placed and online, hashrate, average temperature, and each miner with a problem with its slot.

Find and Zoom

Texas South

All areas TXS Row 01 TXS Row 02 TXS Row 03 TXS Row 04 TXS Row 05 TXS Row 06 TXS Row 07 TXS Row 08

Status Temperature Hashrate Model Device-Set Firmware

10.21.13.12

Not placed Edit

Healthy 268

Not hashing 5

Board faults 5

High temperature 5

Chip faults 5

Low performance 17

Offline 9

Gone from here 1

20 empty

695 of 696 placed · updated just now

TXS Row 04 300 / 320 slots 280 online 50.4 PH/s 66°C avg 31 with problems 8 racks

R01 40/40

R02 40/40

R03 40/40

R04 40/40

R05 40/40

R06 40/40

R07 40/40

R08 20/40

Find a miner / JUMPS HERE

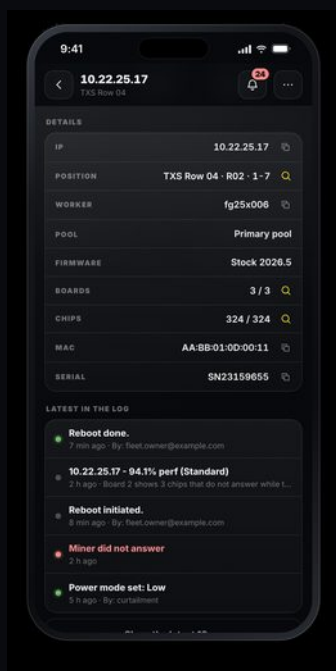
By IP, MAC, serial or worker: the matching tiles are picked out and the rest is dimmed. The **/** key puts the cursor into the search from anywhere on the page.

Zoom THREE SIZES

Small for a whole site on one screen, medium for an area, large with the end of each miner's IP on its tile and the shelves and positions numbered along the rack. Pointing at a tile shows a short card of the miner at any size.

Positions Everywhere

Once a miner has its slot, FARMGOD names its place wherever the miner is shown, in the same words everywhere: **TXS Row 04 · R03 · 2-5**.



Position, on a miner's page

Miner-List OPTIONAL COLUMN

The Miner-Lists offer a **POSITION** column in their column chooser. A click on a position opens the Sitemap at that slot, with the miner's panel open.

ASIC Detail

The head of a miner's page shows its position under its Device-Set, linked to the Sitemap at its slot.

The phone

The phone's lists show a placed miner's position under its name, and its page lists **Position** among its details: a tap opens the rack on the phone, at the miner's slot.

AI Audit reports

The AI Audit's reports on Telegram name each miner's position next to its IP, so whoever reads the report knows where to go: **POSITION : TXS Row 04 · R03 · 2-5**

Troubleshooting & FAQ

What can get in the way on site and on the map, and the questions operators ask most.

On Site

The camera does not open

The browser asks the first time; when it was refused, the walk says so. Allow the camera for your FARMGOD address in the browser's site settings, or type the MAC under the camera.

A label is not read

Hold the MAC barcode, not the serial's, inside the frame, a hand's width away and straight on; turn on the light in a dark rack. A worn label is quicker to type.

“Is none of the miners FARMGOD monitors here”

No miner of this location has the MAC: the network scan has not found it yet, it is in a Device-Set of another location, or FARMGOD doesn't monitor its make — then add it as an Other device.

A press of the IP Report button is not heard

The Kollektor hears presses in its own network segment only, and the miner's control board has to be up. Press for about a second; when nothing comes, place the miner with Pick or Scan.

The wrong miner in a slot

In the walk, **Undo**. Later, put the right miner in the slot — the wrong one goes back to Not placed — or **Move** it to where it really stands; a taken slot swaps the two.

On the Map

A red question mark

The miner of that slot no longer reports to the location: it was replaced, moved to another Device-Set or deleted. When a miner not placed has its last IP, the slot offers it as the replacement; otherwise **Clear this slot**.

A miner's IP changed

Nothing to do: the slot follows the miner's MAC, whatever IP it gets.

Miners in Not placed after a change

Making a rack smaller, deleting a rack or deleting an area sends the miners of the slots that went back to Not placed. Place them again, or fill a rack with them.

Questions

Can several people map at the same time?

Yes. Every placement is saved at once, so two technicians can each take a rack of the same site, one on the phone, one at the desk.

Is the layout backed up?

It is part of FARMGOD's database, with its backups. There is nothing to save or export by hand.

Who sees the Sitemap?

On FARMGOD Cloud, accounts with Cloud PRO or the trial, each its own locations. On a Private VPS, the server's managers; hosting customers see only their own miners' positions.

Does a network scan move miners on the map?

No. A scan finds miners and keeps their data current; their places change only when someone changes them.



FARMGOD LLC
1017 W. San Antonio St., Suite 101
Lockhart, TX 78644
farmgod.io