Add nodes to the Mesh on MESHdesk

After you have:

1. Flashed and pointed your devices with the Mesh Config Utility
2. Placed and plugged in your devices on site.
3. Created a Mesh in MESHdesk
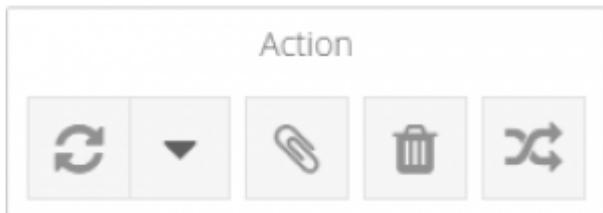
you can now add your devices to your Mesh:

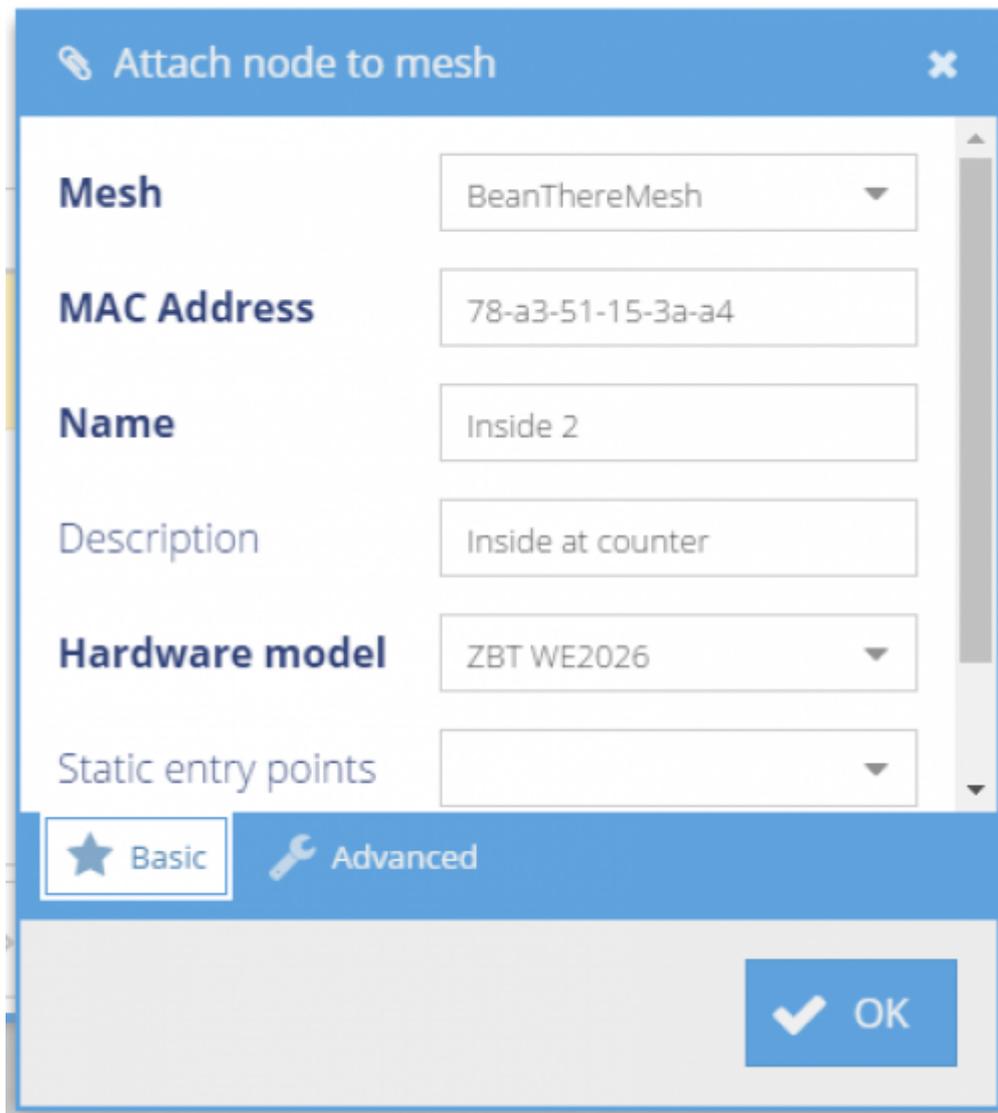- Click on the MESHdesk icon on the Radiusdesk home page. The MESHdesk window opens.

- Click on the **Unknown Nodes** tab.

- Your flashed devices should be automatically detected and listed under Unknown Nodes.

- MESHdesk also automatically detects if a node is connected to a gateway (Ethernet cable etc), thus showing you your primary node.

- Click on the node with the **"yes"** under the **"gateway"** column, the primary node, first and click the **Attach** Icon in the Actions Toolbar

- The Attach Node to Mesh window opens.

Attach node to mesh ✕

Mesh	BeanThereMesh ▾
MAC Address	78-a3-51-15-3a-a4
Name	Inside 2
Description	Inside at counter
Hardware model	ZBT WE2026 ▾
Static entry points	▾

★ Basic   🔧 Advanced

✔ OK

- Select your mesh e.g. Bean There Mesh

- The MAC address is automatically filled in.

- Fill in a **Name** and a **description** of which node it is, e.g. Primary node main office. The more descriptive you are, the easier the nodes are to manage later.
- Select the hardware model of the node.

- The Advanced Settings are loaded by default according to the chosen hardware. Thus we advise you leave the **Advanced Tab** untouched,

- **Static Entry points** are an option if you want a fixed SSID at one node or a different SSID for each node.

- Static Entry points only works when **"Apply to all Nodes"** was **selected** during Entry point

creation.

- Static Exit points only works if **"auto-detect"** is **deselected** during Exit Points creation.

- If the above two settings are correct, select a static Entry and/or Exit point.

- Click OK

- The node has now been added as a Known Node.

- The node will take a few minutes to load its new settings.

- Click on the Known Nodes tab in the MESHdesk window. The Node should now be listed here.

- **"Last contact"** should soon change from **"never"** to **"30 seconds ago"** as the node joins the mesh.

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